

ISSUE NO.
245
JULY
AUG/SEP PRE-ORDER

GTM



GAME TRADE MAGAZINE

VISCOUNTS OF THE WEST KINGDOM



**OUR
COMEBACK**
WILL BE
BIGGER
THAN OUR SETBACK!
#backthecomeback™

\$3.99 US \$3.72 CAN



PRINTED IN CANADA

IN THIS ISSUE:

- SPIDER-MAN AND VENOM JOIN FORCES AGAINST A GREATER THREAT IN THE NEWEST MARVEL HEROCLIX SET FROM WIZKIDS, **ABSOLUTE CARNAGE!**
- LOOKING FOR SOME ADVENTURE? DRAGONS NEED COMPANIONSHIP TOO, AND SMIRK & DAGGER HAS THIS EXCITING DATING SCENE COVERED WITH **CINDRI!**

WIZKIDS™

COMING FALL 2020!

MARVEL

THE DARK PHOENIX SAGA

DICE MASTERS



Each **Marvel Dice Masters: The Dark Phoenix Draft Pack** contains the following:

- 3 FULL ART Basic Action Cards!
- 12 FULL ART Character or Action Cards!
- Randomly inserted FOIL cards!
- 24 dice (2 to match each character or action card)
- 1 Rules insert



Countertop Display
SKU: 74096
MSRP: \$79.72



MARVEL

WIZKIDS

© MARVEL

www.wizkids.com

©2020 WIZKIDS/NECA, LLC., and related logos are trademarks of WizKids. All rights reserved. Products shown may vary from actual product.

PRE-ORDER NOW!

POKÉMON
TRADING CARD GAME

SWORD & SHIELD
DARKNESS ABLAZE



BOOSTERS • BLISTERED BOOSTERS
THEME DECKS

The Pokémon Company
INTERNATIONAL

Gotta catch 'em all!™



[Pokemon.com/TCG](https://pokemon.com/TCG)

©2020 Pokémon. ©1995-2020 Nintendo/Creatures Inc./GAME FREAK inc. TM, ®, and character names are trademarks of Nintendo.
Each booster pack of 10 cards sold separately. Cards vary by pack.

COVER STORY



Viscounts of the Northern Kingdom

The King's reign has begun to decline — as a viscount, you must lead your townsfolk to support their endeavors and increase influence. Prosperity or poverty awaits!

by Shem Phillips

10

FEATURES



Marvel HeroClix: Spider-Man and Venom Absolute Carnage

Spider-Man and Venom are often foes but will join forces to stop Carnage in the latest Marvel HeroClix set! Spider-Man and Venom Absolute Carnage features exciting characters that fans will love!

by WizKids/NECA

12



Swipe Right On This Game!

Cindr is a 'push your luck' game from Smirk & Dagger wherein players set up a dating profile and then thumb through potential matches, seeing if a given dragon sounds compatible.

by Curt Covert

20

GAMES

24

EXCLUSIVES



Painting Happy Lil Minis Episode 25: Quick Skin Tones

by Dave Taylor

54

COMIC STRIP



Dork Tower

by John Kovalic

06

REVIEWS



Wings of Glory: Tripods & Triplanes Starter Set From Ares Games

Reviewed by Eric Steiger

56

Horridified: Universal Monsters from Ravensburger

Reviewed by Jane Trudeau-Smith and Philip Smith ["Table For Two"]

58

Starfinder RPG: Character Operations Manual Hardcover from Paizo Publishing

Reviewed by John and Isaac Kaufeld

60

Ghostbusters: Blackout from IDW Games

Reviewed by Brian Herman

62



The Great GTM Giveaway: Viceroy Edition!

64

STARFINDER

**MAKE YOUR
STARSHIP UNIQUE!**

STARSHIP OPERATIONS MANUAL

BLAST OFF INTO SPACE WITH THE STARSHIP OPERATIONS MANUAL! FIND OVER 40 NEW STARSHIPS, OVER 100 NEW STARSHIP ENHANCEMENTS, BOLD NEW WAYS TO PRESENT STARSHIP COMBAT, AND NEW RULES TO ALLOW CREWMEMBERS TO GET EVEN MORE OUT OF THEIR CHOICES! TAKE YOUR ADVENTURES INTO THE GREAT UNKNOWN AND BEYOND WITH THE STARFINDER STARSHIP OPERATIONS MANUAL!

PRE-ORDER NOW!

**MRSP
\$39.99**



© 2020, Paizo Inc. Paizo, the Paizo golem logo, Starfinder, and the Starfinder logo are registered trademarks of Paizo Inc.; Starfinder Flip-Mat, Starfinder Pawns, and Starfinder Roleplaying Game are trademarks of Paizo Inc.

paizo.com/starfinder

SPOTLIGHTS



Tsuro: Phoenix Rising

by Risa Petrone

16



Get Into Modern AGE With This Threefold Quickstart

by Green Ronin Games

22



Travel To The Edge Of The Solar System In The Search For Planet X

by Ruel Gaviola

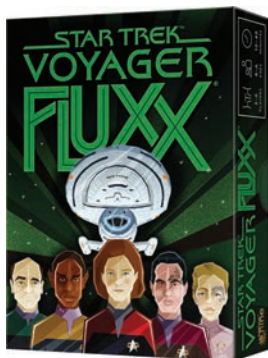
44



Last Second Quest

by WizKids/NECA

46



StarBob VoyagerPants

by Andrew Looney

48



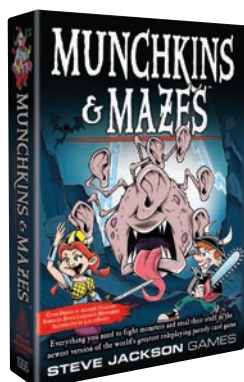
How To Make A Computer Act Like A Jerk

by Curt Covert

50



PREVIEWS



Fifth Edition and Multiple Elation

by Andrew Hackard

14



**Marvel Dice Masters:
The Dark Phoenix Saga**

by WizKids/NECA

18



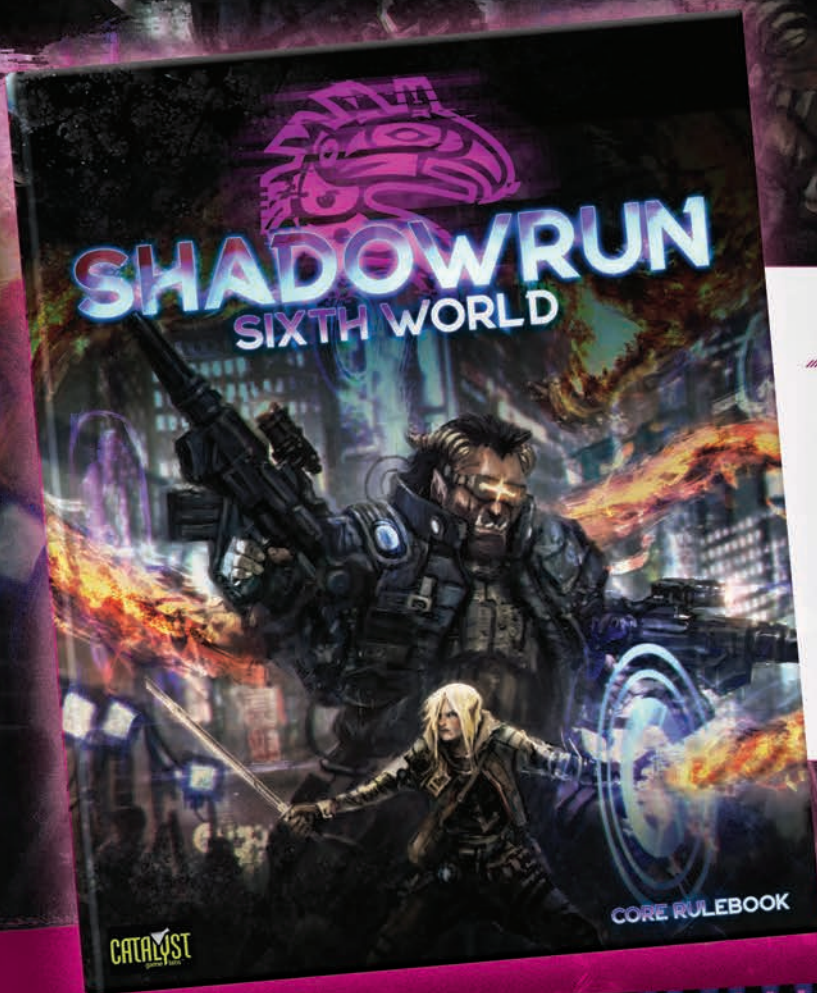
Alone

by Ares Games

52

SHADOWRUN[®]

SIXTH WORLD



RISK IT ALL!

Half-measures won't do. Neither will playing it safe. The Sixth World demands that you give everything you got—or it will take it. Grab your weapon—whether it be a gun, a blade, a cyberdeck, a drone, or the spellcasting power of your own hands—and prepare to do the dirty work no one else will do, since you have the skills no one else has.

Shadowrun, Sixth World is the latest edition of one of the most popular, enduring role-playing games of all time. With faster gameplay and streamlined rules, this edition is designed to get you right into the cyberpunk-crossed-with-fantasy action, taking the risks you need to survive—and someday become a legend.

NOW AVAILABLE

The **Shadowrun, Sixth World GM Screen** provides all the easy reference tools you expect in a GM screen, along with much more. Customizable art displays, pockets to show the exact data you want to see and also display NPC cards (letting the players see the art and gamemasters see the stats), and a Heat tracker to give real-time feedback on the pressure they're facing all help make the screen a unique tool. Don't just learn the game—use the screen to get into it!



© 2019 The Topps Company, Inc. All Rights Reserved. Shadowrun and Matrix are registered trademarks and/or trademarks of The Topps Company, Inc., in the United States and/or other countries.

Greetings Dear Readers!

Welcome to your July issue of *Game Trade Magazine*!

Your dedicated GTM Bullpen has been adjusting to working from home these last few months, but we're still dedicated to bringing you the latest product news and great content for great games, and this issue is no exception.

Renegade Game Studios offers us a sneak-peek at *Viscounts of the West Kingdom*, the third release in the fan-favorite, acclaimed *West Kingdom* series. With *Architects*, you constructed great buildings. In *Paladins*, you readied your defenses. Now, in *Viscounts*, you must secure favor not only in the King's court, but also among the clergy, wealthy merchants, and more!

If building alliances is something you enjoy, *Smirk & Dagger* has something a little different for you to consider – *Cindr* is a push-your-luck dice game wherein your fantasy adventure character embarks on the bold quest for love and companionship in the age of magical apps.

In *Cindr*, you must carefully build your profile and Compatibility Matcher in order to maximize your chances for a great date. Will you swipe right, or be burned?

And speaking of unlikely team-ups, be sure to also check out the latest *Marvel HeroClix* expansion from WizKids – *Spider-Man & Venom: Maximum Carnage* showcases one of Marvel Comics' unlikeliest alliances of all!

Maximum Carnage adds over 70 figures to *HeroClix*, and while many may be familiar to fans of the game there are some characters like White Rabbit, Scream, and more who will be *Clix*'ed for the first time ever!

We have all this and more for you. Our July issue is full of new and exciting products for you to enjoy.

Last and certainly not least, while it's certainly been an interesting few months out there, we hope you and yours have all been safe and secure. As our FLGS and FLCs re-open, we here at GTM definitely **#BackTheComeback**, but whether we're digitally distributing the magazine or getting physical copies into your hands, we're not going *anywhere*.

Like the immortal bard said, "Don't call it a comeback, [we've] been here for years" and we're definitely "rocking our peers."

Game on,
-JG



PUBLISHER

Alliance Game Distributors

EDITOR/ADVERTISING MANAGER

Jerome Gonyeau

ART DIRECTOR

Matt Barham

PAGEMASTER

Katie Skinner

Submissions should be sent to Jerome Gonyeau
jlg@alliance-games.com

All Submissions become the property of Game Trade Magazine, unless a return request is in writing, including a self addressed stamped envelope.

All titles and artwork are trademarked and copyrighted of their respective owners

GTM

10150 York Rd, Cockeysville, MD 21030
GTM@GameTradeMagazine.com

WWW.GAMETRADEMAGAZINE.COM

Call for advertising info: 410.415.9231

© 2020 Alliance Game Distributors and respective copyright holders. No part of this publication may be reproduced without the written permission of Alliance Game Distributors

All rights reserved.

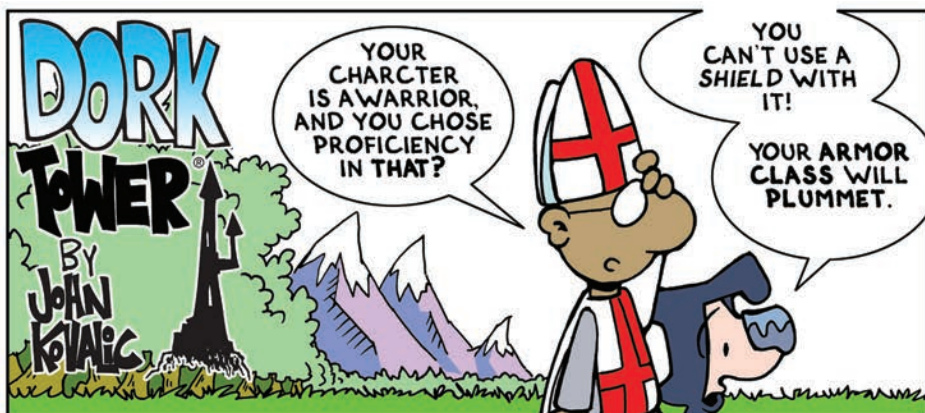
Printed in Canada.



FOLLOW GAME TRADE MAGAZINE ON FACEBOOK

FACEBOOK.COM/
GAMETRADEMAGAZINE!

Retailers: For wholesale inquiries, please contact **Marc Aquino at 410.415.9238**, or email **m1a2@alliance-games.com**



©2020 DORK STORM PRESS JOHN@KOVALIC.COM WWW.DORKTOWER.COM

OVER
**150
CARDS**

**BE A CLASS PRESIDENT
OR A NERD OR A SLUTTY CHEERLEADER
OR A NERDY, SLUTTY
CLASS PRESIDENT!
IT'S UP TO YOU!**

**YOUR CHANCE TO
BE "COOL"
IN HIGH SCHOOL
NOT TRUE. JUST A GAME. MOVE ON.**



Hell High!!! Go, You Fighting Hell Hounds!!!

WELCOME TO HELL! HELL HIGH, that is! The most horrible, evil, blood-thirstiest high school in all of creation. That's right, the Battle Wizards are going back to school, so sharpen your number 2 wands and get ready to channel the adolescent fury of groin-scorching puberty and COSMIC ELDRITCH RAGE into the wizard battle to end all wizard battles.

HIJINX AT HELL HIGH gives you the chance experience all the "fun" of high school, climbing the social ladder from Loser to Loner to (even worse) NERD all the way up to Slutty Cheerleader, Jock, or maybe even *gasp* CLASS PRESIDENT. That's right, you have to master the most treacherous terrain known to man: the slippery slopes of teenage Social Status!

MSRP \$30
Release Date 2020



2-6



17+



30-45 mins

For more information, visit
WWW.CRYPTOZOIC.COM



© 2020 Cryptozoic Entertainment.
All Rights Reserved.

Every month the **Game Trade Magazine (GTM)** Bullpen works tirelessly to bring the latest in game industry products and news to these pages. Each **GTM** is packed with *hundreds and hundreds* of games and related tools and accessories, so we know how easy it is to miss that new expansion or game among all the other incredible products the industry has to offer! That's why we've put together this friendly User's Guide so you can navigate **GTM** and find the products you want like a pro!



WHAT IS GAME TRADE MAGAZINE ANYWAY?

The serious games magazine for serious gamers, **Game Trade Magazine (GTM)** is the most reliable, accessible monthly periodical for the latest, most comprehensive information of product in the world of games and hobby supplies.

Packed with insider scoops, insightful reviews, designer diaries, and extensive overviews of upcoming product, plus exclusive excerpts, scenarios, and collectible inserts from your favorite games and manufacturers, there's no better monthly resource than **GTM** to tap into to feed your gaming needs!

GTM provides both retailer and consumer-friendly information on product from a broad spectrum of publishers and manufacturers slated for **release within a two- to three- month window from the publication date**. While there will be the occasional exception, if you find something you want in our January issue, you can expect to see it release in your Friendly Local Game Store (FLGS) in March or April.

The material in **GTM** is presented in a practical, handy format to empower you with the knowledge to make confident, more informed buying decisions. However, every issue of **GTM** is somebody's *first* issue, so we want to make this experience both easy and enjoyable for all.

Ready to roll? Here's what you'll discover within the pages of your friendly neighborhood **Game Trade Magazine**...

GAME TRADE MAGAZINE CONTENT

Each month, you will find content penned by your favorite manufacturers, tricks and tips from **GTM** contributors, and product reviews from gamers just like you. Here's the breakdown:

FROM THE EDITOR/FOREWORD: In every issue you will find greetings and assorted musing from one of the members of the **GTM** Bullpen. Every now and then we will hide an "Easter Egg" in this section so be sure to give it a read!

COVER STORY: Each month a different game or manufacturer gets top billing in **GTM** and this article is all about the awesome and incredible products or games you will find featured on our cover!

FEATURES: Featured articles are contributions from the manufacturer and are selected by the **GTM** Bullpen as *especially* worth your time and consideration. Oftentimes, Featured articles are about key releases or expansions from fan-favorite manufacturers and publishers.

SPOTLIGHTS: These are products that have released and are available at your FLGS or FLCS. Spotlight articles are authored by the manufacturers and often contain helpful hints, interesting back stories and more to help enhance your play experience.

PREVIEWS: These are articles directly from the manufacturers or publishers about all of the cool things they have coming down the pipeline. Products featured in these articles will often be the next HOT item to find in your FLGS or FLCS, so be sure to make a note so you won't miss out!



DESIGNER DIARIES: These articles are the **ULTIMATE** in the behind-the-scenes experience for games! Written by the designers themselves, **Designer Diaries** offer a sneak-peek into the minds of your favorite creators and are filled with insights, funny anecdotes and all the challenges to be overcome in order to make your favorite games.

REVIEWS: Industry professionals and gaming enthusiasts offer play-by-play commentary as they grab their dice, test-run a variety of board games, roleplaying systems and sourcebooks, and hobby accessories, and serve up no-nonsense, applicable advice and insight from their experience.

EXCLUSIVES: While virtually **ALL** of the content you'll find in **GTM** is exclusive to our pages, these articles are truly **only found in Game Trade Magazine**. Whether it be a heretofore unseen scenario for a fan-favorite game or an industry insider's tips and tricks, **GTM Exclusives** are a not-to-be-missed monthly resource!

GAMES SECTION: Here's a sneak peek at what's arriving — usually in 2-3 months — on your Friendly Local Game (FLGS) or Comic Store's (FLCS) shelves in the months to come, organized by manufacturer and game system. Each product listed in your **GTM** will include a brief description, a picture (when available!), the Alliance Game Distributors item code (for easy ordering at your FLGS!) and the price.

HOW DO I ORDER FROM GAME TRADE MAGAZINE?

Did you see dice, miniatures, or games that capture your fancy that you'd like to purchase? Of course you did! But what do you do now?

It's easy! Whether you dogear the applicable pages or you make a list - just tote along your copy of **GTM**, inform your FLGS (or FLCS), and they'll order it for you. It's really that simple!

GAMES

ALLIANCE GAME DISTRIBUTORS

SPOTLIGHT ON

GTM
GAME TRADE MAGAZINE #240
GTM contains articles on gaming, reviews, game related fiction, and will contain games and game modules, along with solicitation information on upcoming game and hobby supply releases.
GTM 240...\$3.99

ART FROM PREVIOUS ISSUE

ADAM'S APPLE GAMES

SWORDCRAFTERS: EXPANDED
The enemies are growing stronger and the King has called you to craft an enhanced sword of protection using Sword Rules, Sword Mastery, and Sword Tips. Contains three modules to use and teach with these Swordcrafters for amazing replay value.
AAG 1321...\$20.00

TRUCK OFF FOOD TRUCK FRIZZY: ROLL AND WRITE
Become the American Dream on Wheels as a Food Truck Titan in this zesty follow-up to FoodCafe! The Food Truck Frizzy. The Roll and Write play 1-99 players for the ultimate food truck dice rolling competition. Your route, timing, and game play will be critical to maximize your profits and your opponents will try to spoil your sales.
AAG 1211...\$20.00

ALDERAC ENTERTAINMENT GROUP

SPOTLIGHT ON

TINY TOWNS: FORTUNE
In Tiny Towns: Fortune, the creatures of the forest have prospered under your leadership, and the town is thriving! With the new prosperity comes wealth and fortune, along with the ability to create in new and exciting ways! Tiny Towns: Fortune introduces coins to the game, along with new buildings featuring new shape combinations and abilities. The buildings you use and interact with your coins in ways that create exciting strategic combinations. All of these are completely compatible with the previous Tiny Towns buildings and the coin system is easy for any player to pick up and add to their strategies!
AEG 7072...\$29.99

ANVIL & GAMES

ETHERIUM: THE ROLEPLAYING GAME
The Etherium Roleplaying Game opens Anvil & Games' miniature, slashy genre to a whole new virtual frontier with a full release you can use to enter the Quantum Nexus as a character of your own creation. Take a deep dive into this dystopian cyberpunk future, a game with an innovative dice mechanic that simulates the limitless possibilities of the Etherium digital metaverse. Your body may be trapped in a simulation, but playing the Etherium Roleplaying Game will transport your character to a brilliant new digital dimension. Scheduled to ship in December 2019.
ABG APG00...\$50.00

ARCANE TIMMEN

DRAGON SHIELDS: (100)
Scheduled to ship in January 2020.

BRUSHED ART SLEEVES - LANE THUNDERHOOF COAT OF ARMS
ATH 12042...\$12.49

BRUSHED ART SLEEVES - LANE THUNDERHOOF PORTRAIT
ATH 12044...\$12.49

BRUSHED ART SLEEVES - SATURN COAT OF ARMS
ATH 12038...\$12.49

MATTE ART SLEEVES - SATURN PORTRAIT
ATH 12034...\$12.49

ARC DREAM PUBLISHING

DELTA GREEN RPG: EX OBLIVION
The past is bloody, technology still lingers. Something evil has stirred in a tiny desert town. A gruesome crime drops Delta Green to the haunted desert. Bodies have been brutally mutilated. Bizarre words turned into the shrill speak to the insanity of the killer and, to Delta Green, the urgency of the investigation: HOME DAGON HOME! HONORABLE SEA TO THE SEA. Scheduled to ship in December 2019.
APU 8138...\$14.99

ARES GAMES

THIS WAR OF MINE: DAYS OF THE SIEGE EXPANSION
In Days of the Siege players are engulfed in an open conflict happening inside the city. The days of siege are over, but have decided to infiltrate Pogroms and engage the occupying forces in the last desperate attempt to take over the city. During three intense acts of the campaign players will have to find a way not only to survive, but also to handle the chaos and brutality of war. Additionally, the module featuring children will enable players to take their experience to a new level, while new locations will teach every Scenario and Campaign from the base game. Scheduled to ship in January 2020.
AGS ETHW03...\$49.90

THE ARMY PAINTER

SPOTLIGHT ON

WET PALETTE
The best wet palette there is - superior quality and custom designed to keep your warpaints preserved perfectly smooth and creamy! The Wet Palette comes with 2 sheets of hydro bloom and 20 hydro sheets. Special sewer layer design can hold up to 6 Warpaint brushes and 10 Hobby brushes from The Army Painter range.
TAP TL5051...\$24.99

ASMODEE EDITIONS

FEATURED ITEM

15 MEN
In 15 Men (on a dead man's chest), a group of dangerous old sea dogs will dispute control of a sea vessel and its precious treasure. Who will win out in the end? The brave captain and his faithful companion, or the mutineers? Scheduled to ship in October 2019.
ASM PG505...\$29.99

FEATURED ITEM

7 WONDERS: WONDER PACK EXPANSION
The 7 Wonders Wonder Pack introduces four new Wonder boards that players can develop with the base game. The new Wonder boards include Abu Simbel, The Great Wall, Stonehenge, and Monks of Pi.
ASM SEV14...\$14.99

FEATURED ITEM

BABY IQ
Baby IQ is the ultimate game to learn facts about pregnancy and babies. It comes with 400 multiple-choice questions.
ASM HES918...\$19.99

FEATURED ITEM

BANDIDO
A high-security prisoner is trying to escape through tunnels starting underneath his cell. Will you be able to join forces and cards to stop him? Scheduled to ship in January 2020.
ASM HES908...\$12.99

And be sure to ask your retailer about any related in-store events for your favorite games and products!

GAME TRADE MAGAZINE LEGEND

Throughout each issue of **Game Trade Magazine (GTM)**, you'll find a variety of terms that will help you in selecting items from the **Games Section**. Here's what they all mean!

FEATURED ITEM

FEATURED ITEM: Featured Items are often key releases or expansions for HOT products or lines. These products are selected by the **GTM** Bullpen and deemed as exceptional values for your play experience and inclusion among your ever-growing library of games!

OFFERED AGAIN

OFFERED AGAIN: These products have been previously offered in **GTM** and are now available again. Did you miss it the first-time around? Here's your chance to get your copy!

SPOTLIGHT ON

SPOTLIGHT ON: These products have been deemed as not-to-be-missed by the **GTM** Bullpen and are highlighted to nab your attention. Be sure to check these items out!

PI OR PLEASE INQUIRE: Your FLGS or FLCS will set the price for all "Please Inquire" products. Be sure to check with your retailer for the price on these items. Otherwise the price listed will be the Manufacturer's/Suggested Retail Price (MSRP/SRP) for the product.

Would you like to receive Game Trade Magazine delivered directly to your home? Subscribe at Store.GameTradeMagazine.com.

Follow us on Facebook: www.facebook.com/GameTradeMagazine

Follow us on Instagram: www.instagram.com/game_trade_magazine

Have a question or feedback for us? Contact us at Editor@GameTradeMagazine.com

VISCOUNTS OF THE WEST KINGDOM



VISCOUNTS OF THE WEST KINGDOM

RGS 02127 \$55.00 | Available Q4 2020!

As architects we constructed buildings and toiled to finish the King's cathedral. But our wealth and prosperity led to unwanted attention from outside invaders. The time had come to sharpen our swords and ready our defences. Fortunately, we were not alone in our efforts. Our wise King sent us the legendary paladins to help aid our city and surrounding settlements. Once again there is peace. But for how long? After bribing enemies with land and riches, our King's favour with the people has begun to wane. As noble viscounts of the King's court, we must remain loyal to his throne. However, should there be a sudden shift in power, it may benefit us to increase our own favour among the church, trade guilds and noble men and women of this great kingdom.

Viscounts is the third game in the *West Kingdom* series, following on from *Architects* and *Paladins*. This is a brand-new standalone game for 1-4 players. The game features a unique blend of deck-building, tableau-building and rondel movement, with elements of area control, set collection and engine building.

Players start with an identical deck of 8 cards, plus 1 unique hero card. On their first turn, players must play a single card into their tableau. This will determine how far they must move around the main



board and also provide various icons required for taking the 4 main actions (working with the merchants, builders, clerics and nobles). On future turns, players will begin their turn by first sliding all cards on their board 1 space to the right before playing their next card. This results in a dynamic tableau of 3 shifting cards. In addition to this, each card has either an ongoing ability (active while in their tableau), an immediate effect (when played to their tableau), or a drop-off effect (when being slid off their tableau). Timing is everything. Players will need to plan a few turns ahead to best optimize their shifting tableau of cards. As with most deck-builders, there is also the chance for players to both hire new cards and destroy unwanted cards from their decks.

The game features three main paths for players to explore. The noble path sees players vying for control over the 3D castle in the centre of the main board. As players place more work-





ers into the castle, this sets off chain reactions of workers rushing to reach the centre, gaining various rewards and increasing their points along the way. The builder path allows players to move trading posts, guildhalls and workshops from their own player boards, onto the main boards. This not only rewards immediate benefits, but also unlocks special, ongoing abilities and end game scoring opportunities. Lastly, the cleric path has players writing manuscripts of different types for immediate rewards and additional points from set collection and other conditions.

Having three very unique and distinct paths was an interesting design challenge to balance. Sam Macdonald and I spent a lot of time making sure that each path felt both fun and rewarding in their own way. Also included in the game are four unique AI opponents for players to compete against in the solo variant. three of these focus on the noble, builder and cleric paths, while the 4th focuses on gaining a lot of end-game scoring cards. This makes for a lot of replayability, both for the multiplayer and solo game modes. There are so many different combinations and strategies to explore within the three main paths.

Architects and Paladins both focused a lot on virtue, corruption and debts. Viscounts carries on this trend by introducing a new



morality mechanism for players to navigate. Debts are also accompanied by their new positive counterparts, known as deeds. Virtuous players will likely gain a lot of deeds and progress the kingdom towards prosperity, while more sinister players won't fear a little debt and push the kingdom into poverty. This is also how the endgame is triggered - by the kingdom entering either poverty or prosperity. However, there's a careful balance for players to manage. Should the kingdom reach prosperity, only the players with the most paid debts will earn additional points. Likewise, if poverty should strike, those with plenty of approved deeds for land will be rewarded.

Continuing on from the previous *West Kingdom* games, I knew the cover needed to be red. However, I wanted to do something a little different for this one, since Architects and Paladins both featured a very similar layout. For this, The Mico created a stunning image of a viscount slinging a flag over his shoulder, overlooking the city below. I'm always blown away by how much emotion and character he can breathe into his art. Some of my favourite characters in *Viscounts* include the Aristocrat, Bishop, Diplomat and Journeyman.



It's always interesting to look back on a trilogy once the third game has been finished. My personal challenge for this trilogy was to make sure it was better than the North Sea trilogy in every way. No artist or designer wants to feel like their best work was that from years ago. We always want to keep creating something better. And thanks largely to Sam's input on these games, I think we achieved that. We often joke about how Sam likes to add more to games, while I like to streamline and take things out. I think it's the mix of this that pushes us to constantly question our designs and get them to a place that we are really proud of.

Looking forward, we are currently developing some new expansions for the *West Kingdom* series, rather than rushing into the next trilogy right away. Hopefully, this gives players a bit of a breather and time to enjoy the *West Kingdom* for a while first. We love hearing feedback from players before designing expansions. The question we always ask ourselves is "what do fans of this game want to see added into it". So once copies of *Viscounts* start arriving, we'd love to hear any and all feedback that gamers may have.

...

MARVEL

SPIDER-MAN AND VENOM ABSOLUTE CARNAGE

HEROCLIX

Spider-Man has been a compelling character for superhero fans of all ages. Something that's always set him apart is that he doesn't just face epic challenges as Spider-Man but also relatable challenges as Peter Parker. In *Marvel HeroClix: Spider-Man & Venom – Absolute Carnage* that duality is front and center, allowing players to make exciting swaps between civilians and their superhero-self!

First up are two common figures utilizing the Secret Identity ability – 001 Spider-Man and 016 Peter Parker! Anyone familiar with the movies know that Spider-Man is tied to his secret identity more deeply than most heroes; some of his enemies unknowingly interact with both Peter and Spider-Man. While it creates a great sense of tension for the comic book reader or movie watcher, it creates palpable excitement for the tabletop gamer!



**MARVEL HEROCLIX: SPIDER-MAN AND VENOM
ABSOLUTE CARNAGE FAST FORCES**
WZK 73495\$16.99 | Available August 2020!

**MARVEL HEROCLIX: SPIDER-MAN AND VENOM
ABSOLUTE CARNAGE BOOSTER BRICK (10)**
WZK 73493\$129.90 | Available August 2020!

**MARVEL HEROCLIX: SPIDER-MAN AND VENOM
ABSOLUTE CARNAGE DICE AND TOKEN PACK**
WZK 73497\$9.99 | Available August 2020!



For 35 points, Peter Parker is a respectable support piece utilizing Probability Control and Incapacitate. Even if that's the only way you played him, you'd be getting great efficiency!

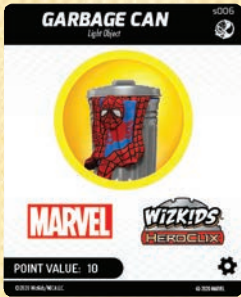
But there's more! He can then transition into an awesome Incapacitate-wielding Spider-Man! Getting 7 clicks of character for a mere 35 points is SPECTACULAR! He's prepared to carry someone to safety, defend them, or even just play as a regular character himself for 40 points.



Even if you're unfamiliar with particular storylines, different versions of Spider-Man are a different experience to play (or play against!).

One of the fun parts about *HeroClix* is always getting to construct teams of your favorite characters. With low point values on Spider-Man (and some of his closest allies) you'll have more opportunities to build a team that you love featuring your favorite characters and most awesome brawlers. Getting to make small tweaks to your team between gaming sessions is one of the ways that each *HeroClix* game will feel fresh!

We've got one last treat for readers. WizKids has designed some all-new, never-before-seen Spider-Verse characters! We've shown off teaser sketches of them before, but this Miles Miles West preview below is the first time this *HeroClix* design has been seen ANYWHERE!



There's another yet way to take advantage of this mechanic with the Super Rare Spider-Man, which lets you start out as Spider-Man, and quit just like in the beloved "Spider-Man No More!" storyline.

You'll get an Amazing Spider-Man for 60 points – he can use Hypersonic Speed, Outwit, and he'll be able to attack multiple characters at once! There's just one drawback, your opponent will get a J. Jonah Jameson bystander to harass you with! This Spider-Man comes with the Garbage Can object which will let you make the most of playing Spider-Man with Peter Parker! You'll build a ton of experience and character (just like Spidey) with some practice of dealing with JJJ's shenanigans.

The flavorful storytelling of *HeroClix* is loud and clear to existing fans while still being compelling game pieces for casual participants.

Miles Miles West does a few Sensational things. First, he makes Police keyworded characters compatible with Spider-Man Family. Next, he can call in help from the Spider-Verse. Even though he's a respectable attacker with Running Shot, he's also got an awesome spin on Shape Change — when he or an adjacent character uses it successfully he gets to give out "Webbed Gun" tokens buying your team some time to clobber the competition! Miles Miles West is going to be a valuable addition to any Spider-Man Family themed team, whether or not you're mixing in police like Captain Stacy or not. If you enjoy wild west Clix games this is a figure that can't be missed for his exciting storytelling potential.

Check back next month for exciting symbiote previews and more news from the Spider-Verse!



FIFTH EDITION AND MULTIPLE ELATION



MUNCHKINS & MAZES

SJG 1555..... \$24.95 | Available August 2020!

"We should make a Fifth Edition *Munchkin* game."

Phil Reed walked into my office some months back and opened the conversation with that sentence. This is not unusual; Phil and I frequently talk about ideas for new *Munchkin* games, expansions, and other loot to add to our catalog.

I looked back at him. "OK, just so I'm clear: you don't mean an actual new edition of *Munchkin*, right?"

"No. Definitely not. That would be bad."

"Right, I agree—"

"But could you make it look like what a new edition *might* be, if we were doing one, which we definitely are *not*?"

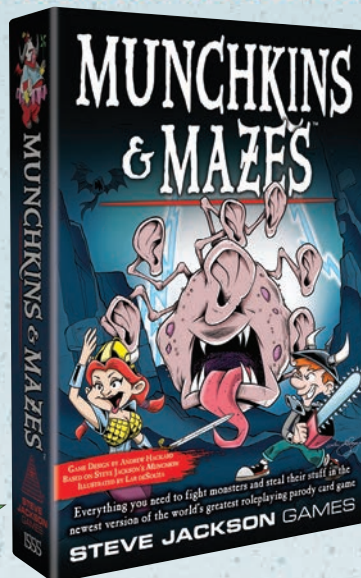
Headaches are also not unusual in my office.

The conversation continued, starting with what we wanted to name this set. It was going to be *Munchkin Fifth Edition* for a long time, but saner (or at least more cautious) heads prevailed, and *Munchkins & Mazes* it became. Thanks to those of you who gave us your opinions at GAMA Expo this year, by the way; you helped make that final decision!

The eventual result was a new game with three main targets of our loving *Munchkin* parody: (1) *Dungeons & Dragons* Fifth Edition, with all that that implies; (2) Other parts of the roleplaying hobby over the past few years; (3) *Munchkin* itself, under the guise of this new-edition-that-isn't. Let's talk about each one in more detail.

WE'VE GOT YOUR DUNGEONS! WE'VE GOT YOUR DRAGONS!

We have certainly poked fun at *D&D* before. When you're the biggest player on your field, you're also the biggest target. The *Munchkin* team knew going in that this was going to be a bit of a love letter to *D&D*, a game we've all played over the years. (Many of us are still playing it; ask me about my character!) We wanted to include as many references as we could that would cover the history of the game. So, for instance, the Gray Hawk includes a bonus to people named Gary, Luke, or Ernie, and you might encounter a wizard named Bigboy who takes an inordinate interest in your Hand weapons. Or you might run afoul of Dorcus!



Of course, with over 40 years of history to draw from, we've also included our take on some more recent developments, including the Dragonbjorn, the Thieving, and monsters that are Advantaged and Disadvantaged. With all respect to our friends at *Sorcerers of the Shoreline*, we worry about the Curse! Convert from Fourth Edition. Maybe some Prismatic Glitter will help!

And we can't neglect that handsome Eavesdropper on the cover...

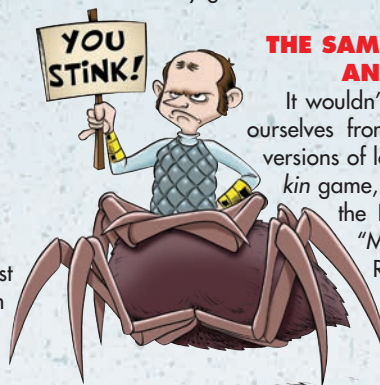
THE INDUSTRY IS A BIG AND STRANGE PLACE

In developing this set, we didn't just want to riff on *Dungeons & Dragons*, as much fun as that can be. We wanted to talk about this weird industry we're all part of, from the people who play the games to those of us who simply sit online and complain about the rest of us out there having fun.

So in *Munchkins & Mazes*, you may find the unpleasant Derider (or his counterpart the Unidrow). You can spice up your game with some Open Sauce content or use the power of *Alive Stream*. But stay away from the twin evils of the Anonymous Consultant and the Gamer Gator, and definitely give the Power Creep a wide berth!

THE SAME MUNCHKIN YOU KNOW AND LOVE, BUT BETTER

It wouldn't be a *Munchkin* game if we spared ourselves from the mockery! We made updated versions of lots of cards from the original *Munchkin* game, including the Mallard of Misery and the Life Partner (such a nicer term than "Mate"!), and named all the Class and Race abilities that didn't previously have them. You can use the Turning Keys (borrowed from *Car Wars*) and the Elf-only Tall Skinny Armor in your fights against 3,873 Orcs or the Americium Dragon. If you're smart and also lazy, you can Outsource Game Development. And if you can't use *The Munchkin® Brand*, at least there's always the Amulet of Selling Out.



Whether you're a long-time fan of *Dungeons & Dragons* and *Munchkin* or new to tabletop gaming, we are sure you'll have fun, laugh at the silly jokes, and quickly become a veteran hacker and slacker. Thanks to Phil and Steve for supporting this silly idea and Lar deSouza for making my dumb card ideas look awesome with his artwork. I love that cover he put together for us, even if it does look vaguely familiar...

...

Andrew Hackard is the *Munchkin* Line Editor at Steve Jackson Games. He can't decide whether his most *munchkin* character was the fighter he played in fifth grade who had a castle with **two** pet gold dragons or his favorite college character, an illusionist/priest of the goddess of lies and deception who was a walking spell factory. Fun times.



Firelock
& Games

Blood & Plunder

BLOOD AND VALOR

OAK & IRON

Find your game at Firelockgames.com



Tsuro: Phoenix Rising

Calliope Games



TSURO: PHOENIX RISING

CLP 120PI | Available Now!

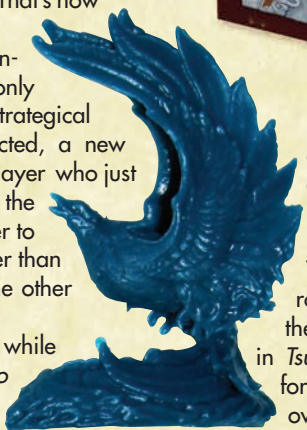
Tsuro: Phoenix Rising is not like the other games in the *Tsuro* series! Yes, it's the third installment, but it's the first to add set collection plus a new tile-flipping / twisting mechanic that puts a fresh spin on a classic game we all know and love.

Players take on the role of magical phoenixes, racing across the night sky to turn floating lanterns into stars. In practice, you'll move across an already existing board of tiles (also new to the *Tsuro* line-up), manipulating tiles at dead ends, and trying to be the first to move past enough lanterns to collect 7 stars. Last man standing can still win the game, but it's no longer the ultimate goal. Now players get one do-over in the form of a life token (they are playing phoenixes after all), so going off the board or colliding with another player isn't the instant elimination it used to be... and can actually play a big part in your strategy.

"During development, we tried to shy away from player elimination, and the idea of seeking things out led to the phoenixes and the lanterns," said Calliope's Director of Fun, Chris Leder, "That's how it became a set collection game."

People who are familiar with *Tsuro* will have to unlearn that stay-on-the-board instinct, since it's not only okay to go off the board, it could actually be to your strategic advantage. For instance, each time a star is collected, a new lantern goes into the sky (strategically placed by the player who just collected a star). If your phoenix is on the other side of the board from the newly placed lanterns, it might be faster to go off the board and respawn on the correct side rather than try to maneuver your way across the board before the other players get there first.

"We knew we wanted to do something different while maintaining the heart of what made the original *Tsuro* great," Chris added. "We actually had a full alternate set of tiles - the ones that go out the corners - from way back when Tom McMurchie first signed *Tsuro* with us. So we knew we could use those. But Ray [Wehrs — President of Calliope Games] hit on the concept of the flipping and rotating that he had perfected for another game (to be released later this year or early next year) with



a patented game board that keeps the tiles organized as they are flipped and rotated. That's really how the tile tray system was born."

While the original *Tsuro* focuses on simplicity, and *Tsuro of the Seas* introduced the unpredictability of dice rolls, *Tsuro: Phoenix Rising* brings out the versatility and the strategy of the tile laying mechanic. For the first time in *Tsuro* history, once a tile is placed, it's not stuck there forever! You can rotate or flip these double-sided tiles over to increase your movement potential, meaning each singular tile has a total of eight paths it can create. If you want to maximize the tile flipping mechanic, there is also the advanced ruleset "Winds of Change," where tiles may be flipped as the players fly past them. This is huge in strategizing both your movement, and the movement of other players. Nothing quite like forcing someone into an endless loop, right?

Tsuro: Phoenix Rising, like all games in the Calliope line, is intended for adults, but is absolutely accessible to gamers of all ages. With a combination of strategy and luck, the game can be won by an 8-year old or an 80-year old, and the rules are simple enough that both of these players can easily understand the game. The way we see it, we're not asking adults to step down into the child's world but rather, we're extending a hand to bring children up into the adult gaming world. This is the type of game that fits right into family game night, or as the opener for a game night with a group of 20-some-things. With new game mechanics, an immersive theme, and endless replayability, it truly has something for everyone. *Tsuro: Phoenix Rising* is available now at your FLGS.

...



Risa Petrone is a former teacher and current Social Jockey at Calliope Games. She enjoys live theater, playing RPGs, and being taken on walks by her dog.





GODTEAR

COLLECT, COMMAND, CONQUER

**TAKE CONTROL OF MIGHTY CHAMPIONS
IN A BID TO BATTLE AND CLAIM THE
POWERFUL TEARS OF PERISHED GODS
IN THIS TABLETOP SKIRMISH BOARD GAME**



2 players



Age 14+



45-60 mins

AVAILABLE NOW!

STEAMFORGED.COM



THE DARK PHOENIX SAGA

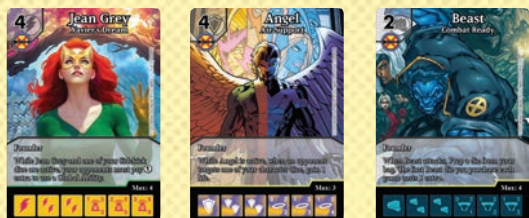
DICE MASTERS **WIZKIDS**

MARVEL DICE MASTERS: THE DARK PHOENIX SAGA DISPLAY
WZK 74096 \$79.92 | Available Fall 2020!

Bring white-hot dice rolling action to your tabletop in 2020 with *Marvel Dice Masters: The Dark Phoenix Saga*! Whether you love the characters from the classic storyline, elements of the current Dawn of X storyline, or reliable threats to the X-Men like Sentinels and the Shi'ar – this is the set for you!

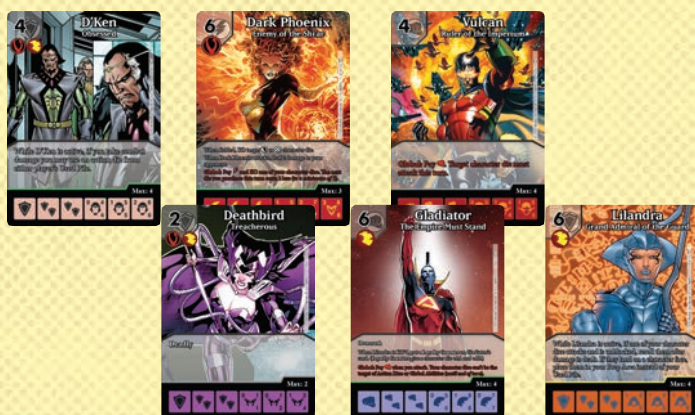
The Dark Phoenix cards and dice are visually stunning – every card is full art, with every pack containing at least one foil! Each character has a die with a custom icon, and some classic cards even come in beautiful textless versions that let the name and art speak for themselves! With over 150 unique cards to collect, there will be a MONUMENTAL number of new ways to play!

One of the most fun teams that players will get to build is an “Founder” X-Men team! Founder is a keyword that identifies Xavier’s original students, and will let you get awesome bonuses for utilizing them together. Angel and Jean Grey are notable for making the most of your Sidekick dice. With abilities like theirs you may find yourself taking a defensive posture until it’s time for you to win. Keep your eyes peeled for upcoming spoilers that might showcase new Founder cards and team lists!



The Dark Phoenix Saga wouldn’t be complete without the Dark Phoenix herself and members of the Shi’ar Empire, many of whom are being seen in Dice Masters for the first time ever!

Deathbird is a super-efficient die to help any Shi’ar strategy, even if she’s evil. Lilandra’s impact on your team as a leader is insanely strong – she circumvents the basic truth of Dice Masters that if your die hits your opponent it goes away, instead it will be back next turn! With an ability like that, Professor Xavier might want to form an X-Men and Shi’ar Alliance...



There are also times when Wolverine has been critical to the growth and development of a variety of X-Men. Now there will specifically be characters who benefit from you bringing Wolverine on your team to build some combos that are as strong as Adamantium! One of the joys of Dice Masters is fresh interpretations just like their comic book careers. Whether its been begrudgingly partnering with Mystique or taking on a mentor role for Jubilee, watch Wolverine break free from his lone-wolf role that we’ve seen before!

If you end up drafting Wolverine early there may be plenty of characters for you to choose from in later draft rounds that will benefit you disproportionately to other players. If you grab some of these characters early, Wolverine may be a bomb pick for you later in the draft. With all the dice going into the middle you’ll be able to figure out exactly how many Wolverines are in the draft pool and use it to your advantage!



Within this set there are plenty of the main-stays of competitive *Dice Masters* – new and innovative ramp effects, awesome ways to disrupt opposing dice, low-cost dice for new strategies, and ways to secure the win!

Whether you enjoy build thematic of competitive teams, there is something for everyone in this set!

This Fall make sure your FLGS has *Marvel Dice Masters: The Dark Phoenix Saga* for you to draft with your friends or collect on your own!

...

WONDER WOMAN™

CHALLENGE OF THE AMAZONS



THIS IS OUR HOME.
WE WILL NOT SUBMIT!



INCLUDES FIVE AMAZON FIGURES!



The Amazons, a powerful tribe of warriors, have lived in peace for centuries on the tranquil island of Themyscira. That peace is shattered when their enemies invade. Now it's up to you to defend your home from Ares, The Cheetah, or Circe. In this cooperative game, you'll strategize together, face your foes on the battlefield, and rise to meet the challenge of the Amazons!



DEFEND THEMYSKIRA FROM ARES, THE CHEETAH, OR CIRCE!

RAVENSBURGER.COM/WONDERWOMAN



WONDER WOMAN and all related characters and elements
© & TM DC Comics, WB SHIELD. © & TM WBEI. (S20)

Ravensburger

SWIPE RIGHT ON THIS GAME!



cindr™



CINDR

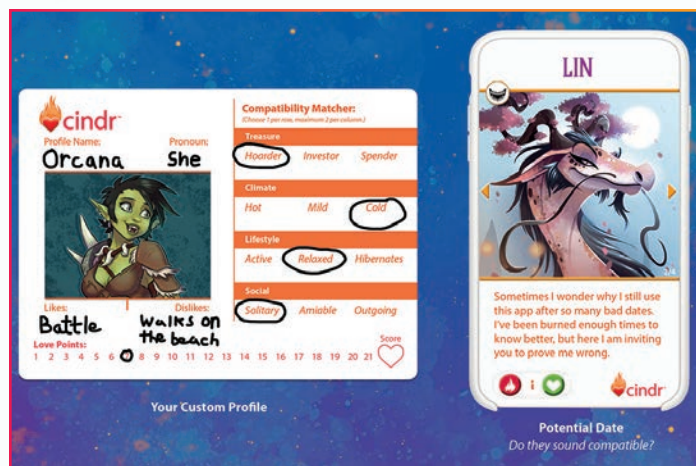
SND 1006..... \$30.00 | Available September 2020!

Let me guess. You were just flipping through the pages of this magazine and suddenly came to a screeching halt when you saw what looked like *Tinder for Dragons*. And you had to at least read this far to confirm it, before either doing a face palm or squee-ing with delight. Or both. Well, you weren't wrong and come September, *Cindr* will be turning the heads of gamers everywhere in exactly the same way.

In the category of, "I didn't know I needed this until the moment I saw it," comes this light-hearted, high-concept spoof on modern dating from Smirk and Laughter Games. *Cindr* is a push-your-luck dice game set in a fantasy adventure world, where your warrior, elf, medusa or other adventurous character has decided to "join the exciting dragon dating scene." So, they set up a dating profile on *Cindr*, a magical 'app' that dragons use to look for companionship.

And that is literally what you'll do as a player starting this game. You choose a Profile Pic to represent you in the game, and with a dry erase marker, write your character's name, pronoun and a "Like" and a "Dislike," which are all purely thematic but help players get into the spirit of the game. More important, they will fill out their Compatibility Matcher, a series of traits that define who they are. For example, as it relates to Treasure — are you more of a *Hoarder*, a *Spender* or an *Investor*? You choose and circle one for each of the 4 traits.

Then with your profile complete, you are ready to thumb through some potential matches, seeing if a given dragon sounds compatible. Not feelin' it? Just swipe left and take a look at the next dragon in the deck — or if they sound like a match, swipe right to invite them on a date! When you flip the card over, you will see the dragon has a Compatibility Matcher chart as well — and the closer you are in matching your traits, the better the odds will be of having a successful date.



Assembling your dice pool is the first bit of brilliance in this little game. If your traits match exactly, you get a green die, which has 4 Hearts and only 2 Fire results possible. Whereas, blue die offers a 50/50 shot and red dice are weighted 4 Fire to 2 Hearts. So finding a good match for you can make all the difference — as does the location for your date, which is found by consulting the *Whelp* App. Locations can alter your dice pool, often for the better, as well as offer bonuses. They also theme the three stages of your date, where you will Meet Up, take the Next Step, and if things go well, take things to the Next Level.

Each of the stages is a roll of the dice. You want as many Hearts as possible to gain Love Points, but each Fire you roll counts against you and is placed aside. You can keep rolling the dice with Hearts on the next stage of the date, increasing your Love Points, but if you ever roll 3 Fire over the course of the date, you are Burned! Every Heart you've accumulated this turn is lost and the dragon goes back to the dating pool. Of course, if things go well, bank those points and the dragon stays in your dating circle, where you can date them again next

time if you like. Some may even have abilities while at your side.

The game continues in this fashion, with each player dating a dragon and seeing how much love they can generate. The first to reach 21 Love Points or more, signals the end game allowing everyone to have the same number of turns, with the highest Love total winning the game.





WHY I FELL IN LOVE WITH CINDR

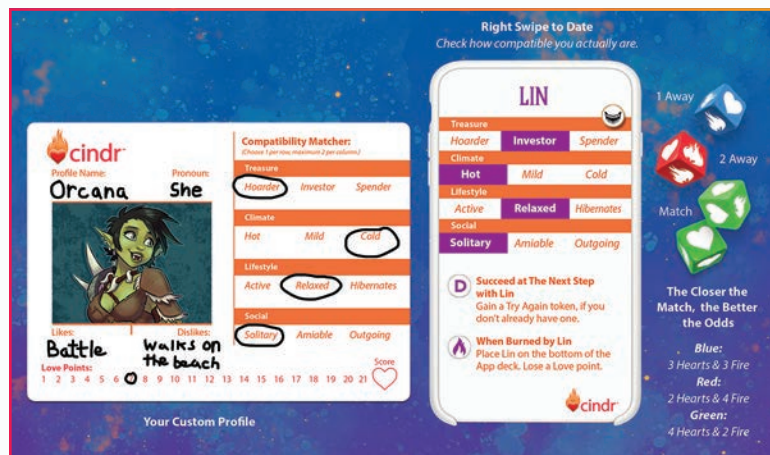
First, it is a joy to play, especially if you are a lover of push-your-luck games — and it is a game where the more you get into your character, the more fun you'll have. I found myself talking about the details of what misfortune occurred over drinks to ruin our date at the Volcanique dance club, instead of me just rolling poorly. I even offered to 'call' another player mid-date, in case they needed an excuse to bail. It just kinda happens naturally.

Second, *Cindr* hits all the right notes. For the dragon-loving gaming fandom, there are tons of whimsical, wild and creatively imagined dragons by Leah Fuhrman. Each is so different, it is exciting to see who pops up next. The parody of Tinder is spot on, with profile write ups of the dragons that are clever and humorous, without any trace of mean-spiritedness. There is a positivity woven into every aspect of this game.

Which brings me to my third point. The subtle nuances of this game make it very inclusive and welcoming for all players. Most will never notice that the dragons are depicted as gender fluid. Players interpret them as they wish, even to the point of two players having referred to the same dragon with different pronouns in subsequent turns without ever being jarred by it. Similarly, the designers, Harold Mikolaitis and Benjamin Walker, have ensured that multiple dating styles are all viable winning strategies. If you want to find your one true love, you can win that way. If you just want to casually date around, that's viable. There are even many dragons who play off each other synergistically, so there is a winning strategy in dating multiple dragons at once. It's not mentioned in the rules, nor is it heavy handed. But players will find what they want to find in the game, and simply won't notice it otherwise. Beautifully done.

For a light game, with a ridiculous theme, Smirk and Dagger has delivered a surprisingly strategic push-your-luck dice game with a helluva lot of heart. They bring warmth, positivity and inclusiveness into a dating game that tailors itself to anyone who sits to play. And, if you play it in character, the epic tales of your adventures dating dragons will simply write themselves. So, don't wait for love. Find it on Cindr.

Curt Covert is the owner of Smirk & Dagger Games. A seventeen-year veteran in the industry and the inventor of *Cutthroat Caverns*, *Hex Hex*, and *Nevermore*, just to name a few. The Smirk & Laughter line has expanded their reach to a broader audience than ever with games intended to connect with players on an emotional level.



GET INTO MODERN AGE WITH THIS THREEFOLD QUICKSTART

MODERN AGE RPG: BASIC RULEBOOK

GRR 6301 \$34.95 | Available Now!

Modern AGE is Green Ronin's multi-genre modern roleplaying game, inspired by and partially compatible with other AGE system games such as *Fantasy AGE* and *The Expanse*. While you can use the *Modern AGE Basic Rulebook* for any modern setting, Green Ronin's flagship *Threefold* setting book provides numerous options for campaigns in its densely packed rules and lore.

To help gamers get into both *Modern AGE* and *Threefold*, Green Ronin produced the *Threefold Quickstart*, with introductory rules and an adventure, "Burning Brighter."

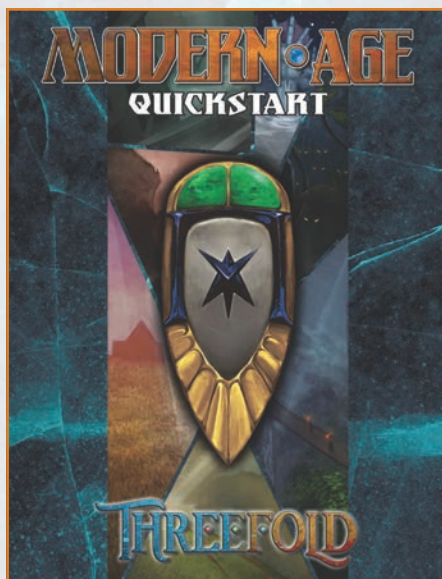
It's free to download at <https://bit.ly/2W0BYFY>, and ideal for a demo. Here's how you run it as one:

GETTING READY

The *Threefold Quickstart* comes with five pregenerated characters who have inbuilt ties to each other and the setting, but no predetermined gender. Naturally, you'll want to print these out. They're followed by a quick reference sheet for the rules in the quickstart, which you should also print out.

Naturally, you'll want paper or screen access to both the rules and adventure portions of the quickstart, along with scratch paper and pencils. In addition, each player should have at least three six-sided dice, and one of them should be a different color than the others. This last requirement is because of *Modern AGE*'s special stunt rules, where, if you roll matching numbers on two of the three dice you roll for a test, you unlock stunt points on the visually distinct die. Other types of dice are unnecessary, as *Modern AGE* only uses standard cubic dice.

Finally, to introduce the books behind the *Threefold Quickstart*, you should have the *Modern AGE Basic Rulebook* and *Threefold* supplement at the table for players to peruse.



MODERN AGE RPG: THREEFOLD

GRR 6306 \$39.95 | Available Now!

THE ENHANCED EXPERIENCE

Like other games in the AGE (Adventure Game Engine) series, the core mechanic of *Modern AGE* is simple: Roll three six-sided dice (3d6), add the ability score, +2 if there's a related focus (which will be listed beside the ability) against a target number. If you meet or beat the target number, you succeed.

The one wrinkle? One die should be visually distinct from the others. If any two dice match on a success, that distinct die generates stunt points, or SP, equal to the value on the die face. These can be spent on a number of stunts equal to the SP value.

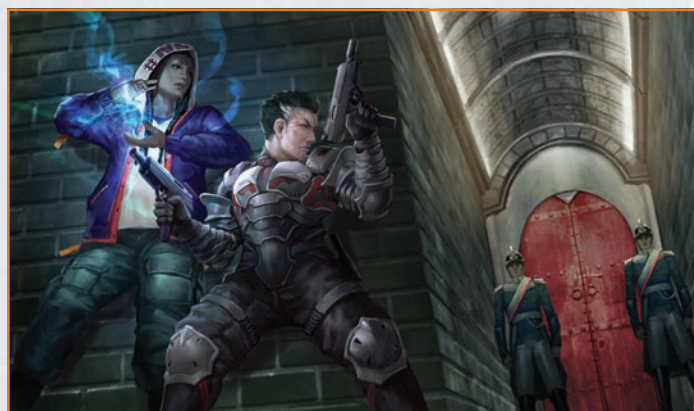
The *Threefold Quickstart* has a cut down stunt list to make decisions easier, but the full *Modern AGE Basic Rulebook* has an expanded list. You may wish to allow access to other stunts, such as those for firearms or melee combat, to those described in the quickstart. Furthermore,

the game's core rulebook includes additional equipment options, adversaries to insert into the game, and more. These are fully compatible with the quickstart, as long as you run them in what is called "Cinematic Mode" in the *Modern AGE Basic Rulebook*. As a flexible system, the game has modes to make simple adjustments to the rules for different genres. Cinematic is the mode best suited for high-energy action-adventure play, and the *Threefold Quickstart* is pre-set to it.



Having the *Threefold* supplement on hand can be useful as well, since it adds additional depth to the lore outlined in the quickstart, along with additional adversaries and character options. If you want to modify or add to the quickstart's character roster, both the *Modern AGE Basic Rulebook* and *Threefold* are useful to read and use as table references.





RUNNING THE ADVENTURE

The adventure "Burning Brighter" consists of three parts:

In **Part 1: In the Forest of the Night** the characters gather at a clinic where a strange patient has come in, and displays signs of an unusual disease. After a quick combat encounter, they follow clues to refugees from another plane, and meet Jannika Reach, the Non-Player Character who transports them to Vigrith. To shorten this scene, you can eliminate the second combat encounter with the griffon cub, perhaps replacing a fight with a brief chase if you decide to bring in the chase rules in the *Modern AGE Basic Rulebook*.

In **Part 2: In What Distant Deepes and Skies** brings the characters to Vigrith, a parallel world of magic, to further investigate the strange disease. They then travel to the more distant world Koralvos to find more clues. This part can be significantly shortened by moving all the action to Vigrith and giving the NPC Vaus the information Ferrl Thornstone possesses. It can be extended during the "gate chain" sequence, where characters hop from world to world through *Threefold's* signa-

ture dimensional gateways. Each world in the chain can be expanded into an encounter if you choose.

Part 3: Fearful Symmetry, is the payoff, and fairly straightforward. The characters find the refugees and missing agent at the heart of the mystery, and face enemies who bring it all full circle. While this part can't really be shortened, the pacing can be greatly customized based on the amount of time it takes the heroes to reach their final destination.



CONTINUING ON

The *Threefold Quickstart* can easily serve as the jumping off point for a longer *Modern AGE* campaign using the *Threefold* setting. Both the *Modern AGE Basic Rulebook* and *Threefold* come with additional introductory adventures, which you can run in Cinematic Mode with the quickstart's pregenerated characters. If you run "A Speculative Venture" from the *Modern AGE Basic Rulebook*, the sci-fi and fantasy-friendly options fit with the *Threefold* setting. The

"Identity" adventure in the *Threefold* sourcebook is a deeper dive into the setting, and of the two, should be run second, assuming you use them both.

Of course, if you want further support, Green Ronin is always interested in hearing about your games. Get in touch!



GAMES

ALLIANCE GAME DISTRIBUTORS

SPOTLIGHT ON



GAME TRADE MAGAZINE #247

GTM contains articles on gameplay, previews and reviews, game related fiction, and self contained games and game modules, along with solicitation information on upcoming game and hobby supply releases.

GTM 247\$3.99

ART FROM PREVIOUS ISSUE

ARCANE WONDERS

HELLO NEIGHBOR - THE SECRET NEIGHBOR PARTY GAME

In *Hello Neighbor: The Secret Neighbor Party Game*, your creepy neighbor has kidnapped Nicky and locked him in the basement! It's up to you and your friends to use objects from his house to find the keys you need to unlock the basement door and rescue him. One small problem: some of the kids are actually the neighbor in disguise - and they want to keep Nicky locked in basement forever! Scheduled to ship in October 2020.

AWG AW06HN.....\$19.99



THE ARMY PAINTER



THE NORDIC SHIELD HAND SANITIZER DISPLAY (25)

The *Nordic Shield* is premium quality hand sanitizer made in Denmark. Scheduled to ship in June 2020.

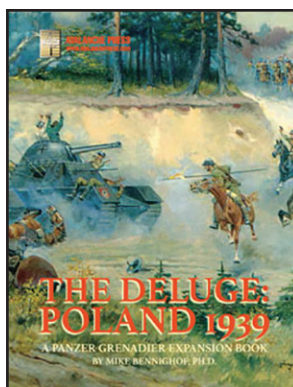
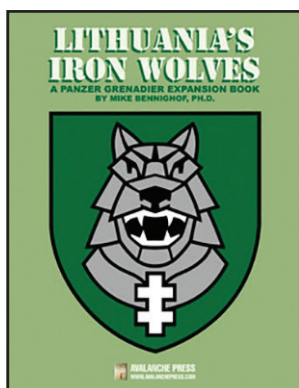
TAP NS2009.....PI

AVALANCHE PRESS

PANZER GRENADIER: LITHUANIA'S IRON WOLVES

Hunting in the forests of Lithuania, Grand Duke Gediminas lay down to sleep and had a dream. An iron wolf was howling at the top of the hill under which his party camped. Returning home, he consulted Lithuania's high priestess, Kriviu Krivaitis, who told him to build his new capital on that hill. 'The symbol of the iron wolf means that the city will be large and a formidable city,' she said. 'The city will stand strong as iron and will protect the land from its enemies.' And so was Vilnius, capital of Lithuania, founded. Scheduled to ship in September 2020.

APL 8812\$29.99



PANZER GRENADIER: THE DELUGE

The Deluge is a Panzer Grenadier expansion book focused on the battles of September 1939 between Poland's defenders and the German and Soviet invaders. There are 40 new scenarios featuring battles of cavalry against cavalry, a couple of tank battles, and best of all, World War II's only fight between opposing armored trains. Plus, of course, background articles on the armies and weapons involved. You'll need *Fire in the Steppe* and *1940: The Fall of France* to play all of the scenarios. Scheduled to ship in September 2020.

APL 8811\$34.99

BANDAI

SPOTLIGHT ON

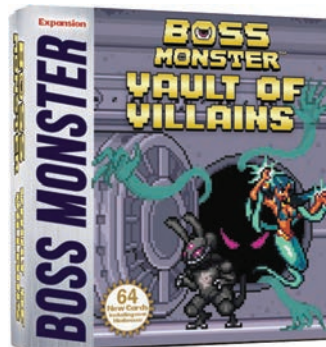


DRAGON BALL SUPER TCG: DRAFT BOX SET 6 - GIANT FORCE

Set of 292 cards contains a total of 145 new card types! Many cards power-up giant character decks like Great Ape Bardock or Hirudegarn!

BAN 2540850.....\$99.99

BROTHERWISE GAMES



BOSS MONSTER: VAULT OF VILLAINS MINI-EXPANSION

Vault of Villains allows you to power up your rooms with minibosses, payable and promotable minions that make rooms stronger and stronger!

BGM 252\$11.95



NIGHT OF THE NINJA

In *Night of the Ninja*, your mission is to kill the members of a rival house before they can kill you.

BGM 238\$24.95

OVERLORD

It's time to leave the dungeon and rule the Overworld! *Overlord: A Boss Monster Adventure* is the first *Boss Monster* spin off game.

BGM 245\$39.95



SPOTLIGHT ON



GLOOMHAVEN: JAWS OF THE LION (STAND ALONE OR EXPANSION)

Gloomhaven: Jaws of the Lion is a fully stand alone and cooperative campaign game of tactical combat set in the same unique fantasy world as its predecessor. Can also be used as an expansion to *Gloomhaven*. Scheduled to ship in August 2020. CPH 0501 \$49.99

CORVUS BELLI

INFINITY



BEYOND KALDSTROM EXPANSION PACK

CVB 280033-0828 \$59.99



CODEONE RULES

CVB 2288803 \$23.99



COMBINED ARMY - SHASVASTII ACTION PACK

CVB 281603-0830 \$95.99



DELTA UNIT (DOCTOR, YUDBOT-B)

CVB 282003-0812 \$19.99



GREIF OPERATORS (2 BREAKER PISTOLS)

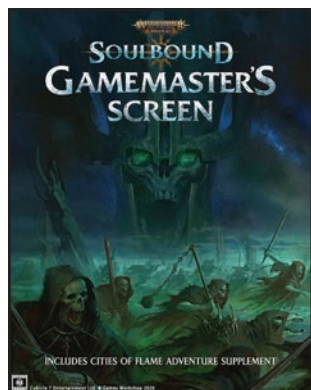
CVB 280747-0829 \$15.49



SECURITATE (FEUERBACH)

CVB 281505-0831 \$13.49

CUBICLE 7



WARHAMMER AGE OF SIGMAR - SOULBOUND: GAMEMASTER'S SCREEN

The *Warhammer Age of Sigmar - Soulbound: Gamemaster's Screen* is an indispensable addition to every GM's arsenal! The interior screen contains at-a-glance references for the most used rules, as well as NPC names and rumours for GMs to create adventures on the fly. A 32-page booklet packed full of adventures set in some of the major cities in Aqshy: Anvilgard, Brightspear, Hallowheart, Hammerhal, and Tempest's Eye. A short introduction to each city as well as five on-page adventures per city, for a total of 25 adventures! Scheduled to ship in September 2020. CB7 2503 \$29.99

My family is better than your family.



www.CalliopeGames.com

With the Game Masters Guide, *Symbaroums* collection of core books is complete! Scheduled to ship in July 2020.

FLF SYM008\$39.99



VAESEN NORDIC HORROR RPG: CARD DECK

This box contains 33 high quality custom cards designed for Vaesen Nordic Horror Roleplaying. Scheduled to ship in August 2020.

FLF VAS05.....\$14.99



VAESEN NORDIC HORROR RPG: DICE SET

A set of six engraved six-sided dice, designed specifically for the Vaesen Roleplaying Game. Scheduled to ship in August 2020.

FLF VAS03.....\$19.99



VAESEN NORDIC HORROR RPG: GM SCREEN AND MAP

A deluxe Gamemasters screen in landscape format for Vaesen Nordic Horror Roleplaying. Scheduled to ship in August 2020.

FLF VAS04.....\$29.99



VAESEN NORDIC HORROR RPG HARDCOVER

Vaesen Nordic Horror Roleplaying is based on the work of Swedish illustrator and author Johan Egerkrans. Vaesen presents a dark Gothic setting steeped in Nordic folklore and old myths of Scandinavia. Scheduled to ship in August 2020.

FLF VAS01.....\$49.99

GATE KEEPER GAMES

HALFSIES DICE (7 POLYHEDRAL DICE SET)

Scheduled to ship in September 2020.



FIRE & ICE - UPGRADED CASE

GKG H534.....\$13.95



GREAT

GKG H42.....\$13.95



HALLOW'S EVE CASE

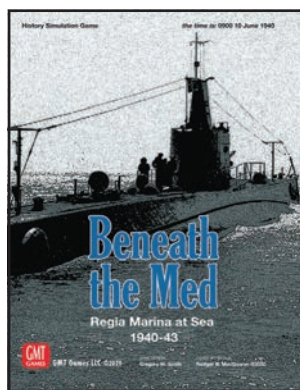
GKG H84.....\$13.95



SKY - UPGRADED CASE

GKG H533.....\$13.95

GMT GAMES



BENEATH THE MED: REGINA MARINA AT SEA, 1940-43

Beneath the Med is a solitaire tactical-level game placing you in command of an Italian submarine during WWII. This is the fourth game in the *The Hunters* series and covers one of the largest fleets of submarines in the world at the time. You look to successfully complete patrols until the armistice in September 1943. Not only is this a standalone game, but fans of *The Hunters* will enjoy having the capability to complete Italian careers in one of the many interesting classes of Italian submarines. Scheduled to ship in June 2020.

GMT 2006.....\$52.00



Stack for Snacks!

August Release



© 2020 Renegade Game Studios.

Number of Players: 2-6
Playing Time: 15-20 min
Ages: 6+ MSRP: \$20

www.renegadegames.com

GAMES

IF YOU ARE INTERESTED IN WHAT YOU SEE ON THESE PAGES, ASK YOUR LOCAL RETAILER TO RESERVE IT FOR YOU!

GMT

JUL 2020

27



MINI'S GAMES!

TEENAGE MUTANT NINJA TURTLES ADVENTURES: CHANGE IS CONSTANT

Teenage Mutant Ninja Turtles Adventures: Change Is Constant is a scenario-driven miniatures role-playing game created in IDW's Adventures Universal Games System (AUGS). Play as one of the four ninja turtles or Casey Jones, or take on the role of Baxter and command his robot fleet, including the menacing Mega-Mouser.

- Includes 59 miniatures and over a dozen scenarios
- Introduces A.I. mode for fully cooperative play
- Fully compatible with all Adventures Universal Games System titles!



IDW 01680.....\$124.99 UPC: 8-27714-01680-2

DESIGNERS: KEVIN WILSON, DANIEL LANSDOWN, AND PETE WALSH
ARTISTS: ROBERT ATKINS, OZZY FERNANDEZ, SAJAD SHAH, TONY VARGAS
COVER: CHRIS JOHNSON

AVAILABLE NOW!



MINI'S GAMES!

TEENAGE MUTANT NINJA TURTLES ADVENTURES: CITY FALL

It's dark times for the Teenage Mutant Ninja Turtles! The Shredder has seized control of the city and worse, he's brainwashed Leonardo into joining the Foot Clan! Play as one of five NEW heroes or take on the role of the Shredder and lead the Foot to victory, with his new "chunin" and secret weapon, Dark Leo.

- Includes 40 miniatures and over 20 scenarios
- Introduces A.I. mode for fully cooperative play
- Fully compatible with all Adventures Universal Games System titles!



IDW 01682.....\$124.99 UPC: 8-27714-01682-6

DESIGNERS: KEVIN WILSON, DANIEL LANSDOWN, AND PETE WALSH
ARTISTS: ROBERT ATKINS, OZZY FERNANDEZ, SAJAD SHAH, TONY VARGAS
COVER: CHRIS JOHNSON

AVAILABLE NOW!

NEW LISTING!



BATMAN™: THE ANIMATED SERIES ADVENTURES - SHADOW OF THE BAT

The next core box entry in the Adventures Universal Games System (AUGS), *Batman: The Animated Series Adventures - Shadow of the Bat* lets 1-4 players become Batman™, Robin™, Batgirl™, Commissioner Gordon™, or even Catwoman™ as they work together to save Gotham City. Hero players will roll and share their custom dice to generate their team's actions and make use of special ability and gadget cards during battles.

- Includes 40 highly detailed miniatures and 24 game play scenarios
- Fully compatible with all Adventures Universal Game System titles!
- All battles can be played in Cooperative Mode, or a 5th player can join to take control of the villains.



IDW 01932.....\$124.99

UPC: 8-27714-01932-2

DESIGNERS: PETE WALSH & KEVIN WILSON
ARTISTS/COVERS: SEAN GALLOWAY, JACK LAWRENCE, CHRIS FENOGLIO, DARIO BRIZUELA, JAY FOTOS

OCTOBER RELEASE!



GHOSTBUSTERS: BLACKOUT

Suffering from a city-wide blackout and an onslaught of ghost, it's up to the Ghostbusters to quell the chaos and bust those ghosts! Fully cooperative, players allocate dice to bust ghosts, buy upgrades, and move around the city in a game that will have players wishing for just one more die!

- The Ghostbusters are out to bust familiar faces and foes after a city-wide blackout allows all the ghosts in their containment unit to escape!
- A terrifyingly tough threat management game, players to travel all over New York City to bust baddies and keep the mass hysteria to a minimum.



IDW 01678.....\$39.99

UPC: 8-27714-01678-9

DESIGNER: JON COHN
ARTIST/COVER: DAN SCHOENING

AVAILABLE NOW!



IDW
GAMES



TONARI

A small island has been hit by a terrible storm, leaving a single fishing boat. Hoping to prove themselves the village's best fisherman, players take turns moving the boat around the island, collecting fish tiles they land upon. The player with the best haul wins, but there's a twist – each player's score is added to their left neighbor's score before determining the winner!

- 42 gorgeous full-color acrylic tiles and game board by Kwanchai Moriya.
- Set collection scoring with a twist: each player's score is added to their left neighbor's score.
- Game design from Alex Randolph and Bruno Faidutti.



IDW 01656.....\$29.99

UPC: 8-27714-01656-7

DESIGNERS: ALEX RANDOLPH AND BRUNO FAIDUTTI
ARTIST/COVER: KWANCHAI MORIYA

AVAILABLE NOW!

BATMAN™: THE ANIMATED SERIES ADVENTURES - ARKHAM ASYLUM

When it comes to villains, there's no set of foes more iconic than Batman's rogues' gallery. In *Batman: The Animated Series Adventures - Arkham Asylum* the villains have taken over and it's up to Batman™ and his allies to return order to the hospital's halls. An expansion set for *Shadow of the Bat*, *Arkham Asylum* adds Clayface™, Poison Ivy™, Jervis Tetch™, The Ventriloquist™, Killer Croc™, Maxie Zeus™, Lock-Up™, Clock King™, Baby Doll™, and Hugo Strange™ to the roster of villains, and 13 new battles based on classic episodes of the animated series.

- Includes 15 highly detailed miniatures and 16 game play scenarios
- Fully compatible with all Adventures Universal Games System titles!
- *Batman: The Animated Series Adventures - Shadow of the Bat* is required to play this expansion.



IDW 01934.....\$59.99

UPC: 8-27714-01934-6

DESIGNERS: PETE WALSH & KEVIN WILSON
ARTISTS/COVERS: SEAN GALLOWAY, JACK LAWRENCE, CHRIS FENOGLIO,
DARIO BRIZUELA, JAY FOTOS

OCTOBER RELEASE!



WWW.IDWGAMES.COM

IELLO



DETECTIVE CHARLIE

An original cooperative investigation game full of humor, for the little detectives! Scheduled to ship in September 2020.
IEL 51690.....PI



ROYAL VISIT

This is the new strategy game by Reiner Knizia for 2 players: a smart and exciting tug-of-war game, where you try to use each character's ability optimally to make the court advancing to your valley! Scheduled to ship in September 2020.
IEL 51727.....\$24.99

GAMES

KITARA

Restore the greatness of the Kitara Empire, enlarging your territories through savannahs and antic ruins! *Kitara* is a strategy game that mixes conquest, movement, and battle. Manage your cards to plan your actions: the more territories you control, the more options you get! Strengthen your army of hunters, cheetah-centaurs, and heroes! Protect livestock and crops, move your troops, and go to war. *Kitara* is a dynamic strategy game, full of tension and suspense.
IEL 51682.....\$34.99



SPOTLIGHT ON



SCHOTTEN TOTEN 2

Meet the explosive sequel of one of the best card games in the world!
IEL 51729.....\$14.99



SPOTLIGHT ON



MASTER WORD

Master Word is a co-operative word-based deduction game where players have to work together to try to find a secret word from a single starting hint. Scheduled to ship in September 2020.
IEL 00103.....\$22.99

MIA LONDON AND THE CASE OF THE 625 SCOUNDRELS

We scroll through accessories belonging to various Scoundrels. Each one appears twice, except for those of the Scoundrel were after, which appear only once. Each player must identify these in their little booklet. The one that correctly identifies the greatest number of the Scoundrels accessories is the winner!
IEL 00095.....\$22.99



OFFERED AGAIN

O/A SUPERFLY

To win *Superfly*, you need to make a smashing success, squashing all the right bugs along the way. Try to build the biggest collection, with either matching color or series of different flies. Smash your flyswatter on the card you want. Another player is claiming your card? The die on your fly swatter will decide who wins! Reflexes and strategy for an original and fun game!
IEL 51688.....\$19.99

KONAMI DIGITAL ENTERTAINMENT

SPOTLIGHT ON



YU-GI-OH! TCG: DRAGONS OF LEGEND - THE COMPLETE SERIES BOX DISPLAY (8)

This September, revisit the foundational *Dragons of Legend*, as well as *Dragons of Legend 2*, and *Dragons of Legend Unleashed* with *Dragons of Legend: The Complete Series*! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.
KON 85067.....\$119.92

YU-GI-OH! TCG: RISE OF THE DUELIST BOOSTER DISPLAY (24)

Yugis Gaia the Dragon Champion strategy has been remastered for the modern age! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.
KON 84969.....\$95.76



YU-GI-OH! TCG: THE DARK MAGICIANS 9-POCKET PORTFOLIO

Each Duelist Portfolio includes 10-pages with 9 pockets per page, allowing you to display up to a total of 180 cards!
KON 85061\$9.99



YU-GI-OH! TCG: THE DARK MAGICIANS CARD CASE

Each Card Case can fit a full Main, Side, and Extra Deck for a total of 70 sleeved cards.
KON 85024\$4.99



YU-GI-OH! TCG: THE DARK MAGICIANS SLEEVES PACK (50)

Legendary Duelists: Magical Hero introduced the Fusion of Yugis most trusted allies, and now you can harness the ultimate Fusion of design and functionality with The Dark Magicians Card Sleeves!
KON 85022\$3.99

LEDER GAMES

SPOTLIGHT ON



FORT

Fort is a card game for 2-4 players about building forts and making friends. As you play, you'll collect toys, eat pizza and build the coolest fort. Take actions on your own turn and follow other players' actions on their turns. Recruit new friends from the park or other player's yards' building up your deck. Get a unique perk to power up, and pick a made-up rule to increase your final score.
LED 02000\$30.00

VILLAGE GREEN

In *Village Green* you are rival gardeners, tasked by your respective communities with arranging flowers, planting trees, commissioning statues, and building ponds. You must place each element carefully - time is tight and the stakes couldn't be higher! Split your days between acquiring and installing new features for your green and nominating it for one of the competition's many awards. Will your village green become the local laughing stock, or make the neighbouring villages green with envy? Scheduled to ship in September 2020.
OSP GAM035\$21.00

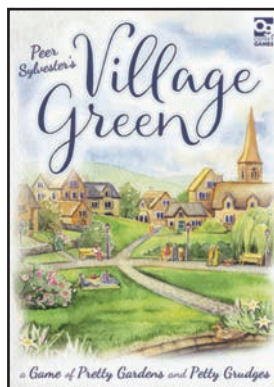
LETIMAN GAMES



SQUIRE FOR HIRE: MYSTIC RUNES

Scheduled to ship in September 2020.
LTM 018\$9.00

OSPREY GAMES



Available in June

MSRP: \$19.99

SKU: IEL51688

www.iellousa.com

Copyright © 2020 - IELLO USA

Copyright © 2020 - LOKI

All rights reserved

GAMES

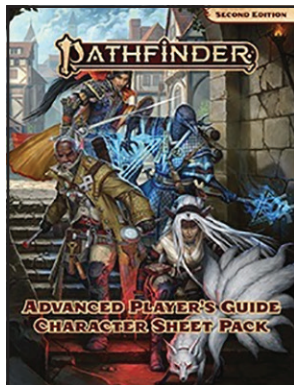
IF YOU ARE INTERESTED IN WHAT YOU SEE ON THESE PAGES, ASK YOUR LOCAL RETAILER TO RESERVE IT FOR YOU!

GTM

JUL
2020

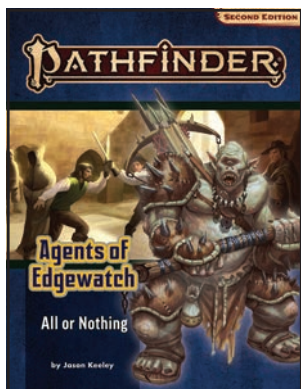
31

PAIZO PUBLISHING



PATHFINDER RPG: ADVANCED PLAYER'S GUIDE - CHARACTER SHEET PACK (P2)

These include specialized character sheets for each of the four classes from the *Advanced Players Guide*, with class features and special actions already filled in! Scheduled to ship in August 2020.
PZO 2220\$14.99



PATHFINDER RPG: ADVENTURE PATH - AGENTS OF EDGEWATCH PART 3 - ALL OR NOTHING (P2)

When the Edgewatch agents receive a much-deserved promotion and transfer to Absalom's interjurisdictional Starwatch company, they find that with increased responsibilities come increased risks. Scheduled to ship in September 2020.
PZO 90159\$24.99



PATHFINDER RPG: EXTINCTION CURSE PAWN COLLECTION (P2)

Enemies and allies from the *Extinction Curse Adventure Path* take their places on your tabletop with the *Extinction Curse Pawn Collection*, featuring more than 100 pawns for use with *Pathfinder Second Edition* or any tabletop fantasy RPG! Scheduled to ship in September 2020.
PZO 1040\$24.99



PATHFINDER RPG: FLIP-MAT CLASSICS - FALLS AND RAPIDS

Whether the heroes are in flight or pursuit, this double-sided combat map features rapids, rocky bends, misty falls, and ambush spots aplenty! Scheduled to ship in September 2020.
PZO 31031\$14.99



PATHFINDER RPG: FLIP-TILES - DARKLANDS FIRE CAVES EXPANSION

With 24 full-color 6 x 6-inch double-sided tiles, each stunningly crafted by cartographer Jason A. Engle, you can navigate twisting tunnels, brave bubbling rivers of magma, or explore the lava tubes twisting below a volcanic mountain range. Scheduled to ship in September 2020.
PZO 4087\$19.99



PATHFINDER RPG: NPC BATTLE CARDS (P2)

Keep all the friends, foes, and bystanders presented in the *Pathfinder Gamemastery Guide* close at hand with this handy collection of 110 reference cards featuring every NPC from that book along with the adjustments to customize them to a variety of ancestries. Scheduled to ship in July 2020.
PZO 2218\$29.99



STARFINDER RPG: ADVENTURE PATH - DEVASTATION ARK PART 2 - THE STARSTONE BLOCKADE

The heroes travel to Absalom Station to warn the Pact Worlds government of a fast-approaching threat from beyond the stars! Scheduled to ship in September 2020.
PZO 7232\$22.99



STARFINDER RPG: FLIP-MAT - GIANT STARSHIP

This double-sided, oversized map features two areas of a starship designed for large creatures. Scheduled to ship in September 2020.
PZO 7321\$19.99

POKÉMON USA

SPOTLIGHT ON



POKÉMON TCG: COPPERAJAH V BOX

In this box, you'll find the magnificent Copperderm Pokémon in two sizes, together with treasures from a handful of Pokémon TCG booster packs.
PUI 80711PI



POKÉMON TCG: POKE BALL TIN

The Pokémon TCG: Poke Ball Tin contains 3 Pokémon TCG booster packs and 1 Pokémon coin.
PUI 80736PI

PORTAL



IMPERIAL SETTLERS: EMPIRES OF THE NORTH - BARBARIAN HORDES EXPANSION

Imperial Settlers: Empires of the North - Barbarian Hordes is an expansion that allows you to take on the role of 2 Clan leaders that belong to a new Faction - the Barbarians!
PLG 1234\$25.00

PRIVATEER PRESS

MONSTERPOCALYPSE

Scheduled to ship in August 2020.

DRAKEN ARMADA BASTION LANDER BUILDING (RESIN)

PIP 51105\$19.99



DRAKEN ARMADA ZYBANOS MONSTER (RESIN)

PIP 51104\$29.99

WARCASTER

Scheduled to ship in August 2020.



AETERNUS CONTINUUM COMMAND GROUP STARTER SET (METAL)

PIP 84001\$69.99



**AETERNUS CONTINUUM
GRAFTER SOLO (METAL)**
PIP 84004\$19.99



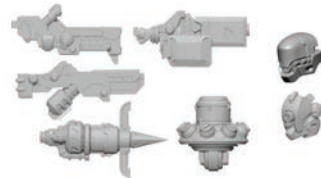
**AETERNUS CONTINUUM VASSAL
REAVERS SQUAD (3) (METAL)**
PIP 84005\$24.99



**IRON STAR ALLIANCE PALADIN
ENFORCERS SQUAD (3) (METAL)**
PIP 83005\$24.99



**MARCHER WORLDS DUSK WOLF A
WEAPON PACK (METAL)**
PIP 82013\$9.99



**MARCHER WORLDS DUSK WOLF B
WEAPON PACK (METAL)**
PIP 82014\$9.99



**AETERNUS CONTINUUM
IMMORTAL WEAVER SOLO (METAL)**
PIP 84002\$14.99



**IRON STAR ALLIANCE COMMAND
GROUP STARTER SET (METAL)**
PIP 83001\$69.99



**IRON STAR ALLIANCE PALADIN
WEAVER SOLO (METAL)**
PIP 83002\$14.99



**MARCHER WORLDS RANGER FIRE
TEAM SQUAD (3) (METAL)**
PIP 82005\$24.99



**AETERNUS CONTINUUM
MARAUDER SOLO (METAL)**
PIP 84003\$19.99



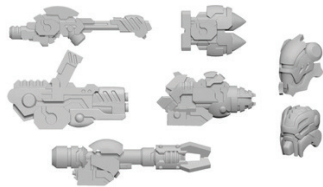
**IRON STAR ALLIANCE FIREBRAND
A WEAPON PACK (METAL)**
PIP 83011\$9.99



**MARCHER WORLDS COALITION
WEAVER SOLO (METAL)**
PIP 82002\$14.99



VOID GATES (METAL)
PIP 86002\$9.99



**AETERNUS CONTINUUM SCOURGE
A WEAPON PACK (METAL)**
PIP 84012\$9.99



**IRON STAR ALLIANCE FIREBRAND
B WEAPON PACK (METAL)**
PIP 83012\$9.99



**MARCHER WORLDS COMBAT
ENGINEER SOLO (METAL)**
PIP 82003\$19.99

Q-WORKSHOP



**PATHFINDER RPG: AGENTS OF
EDGEWATCH DICE SET (7)**
QWS SPAS94\$13.00



**AETERNUS CONTINUUM SCOURGE
B WEAPON PACK (METAL)**
PIP 84013\$9.99



**IRON STAR ALLIANCE PALADIN
AEGIS ATTACHMENT (METAL)**
PIP 83003\$19.99



**MARCHER WORLDS COMMAND
GROUP STARTER SET (METAL)**
PIP 82001\$69.99



GLOOMY GRAVES (RGS02061)

- Keep your graveyard organized as you bury corpses from a fantasy battle!
- Manage your private crypt and the communal graveyard, each with different placement rules.
- Bury the competition or it's your own grave you'll be digging!

MSRP: \$20 Ages: 14+ 2-4 Players 30-45 Min

Available Now!



BARGAIN QUEST: SUNK COSTS EXPANSION (RGS02141)

- Includes a new game mode: Supply Ships!
- Expands the critically acclaimed Bargain Quest!
- Introduces a variety of nautical heroes, monsters and items for your shops.

MSRP: \$25 Ages: 8+ 2-6 Players 45 Min

September Release!

NEW!
RELEASE



CLANK! ADVENTURING PARTY (RGS02130)

- Expand your merry band to include up to 6 players!
- Includes 6 new starting decks with thieving identities!
- A new boss, Hexavultus, will challenge all adventurers seeking his treasure!
- React cards play during an opponent's turn to expand your hand!

MSRP: \$30 Ages: 13+ 2-6 Players 60-120 Min

September Release!

NEW!
RELEASE



VISCOUNTS OF THE WEST KINGDOM (RGS02127)

- As the King's reign comes to an end, seek the favor of the townsfolk.
- Construct buildings, write manuscripts, work in the castle, and acquire deeds for new land.
- Increase your influence while traveling throughout the kingdom.

MSRP: \$55 Ages: 12+ 1-4 Players 60-90 Min

October Release!

NEW!
RELEASE



THE ALTERED CARBON RPG (RGS01156)

- Rules to Play Archetypes ranging from Socialites to Soldiers.
- Explore the expansive metropolis Bay City in both its Underground, and Atrium world.
- Storytelling focused rules, that help create immense danger inside of combat and intrigue outside combat.

MSRP: \$50 **Cover Artist:** Lee Souder
Designers: Christopher J. De La Rosa with Ivan Van Norman

September Release!

NEW!
RELEASE



NEW!
RELEASE

The Altered Carbon RPG GM's Screen (RGS02148)

- Includes status effects and triggered combat effects for combat.
- 3 full color panels with Bay City art facing the players and useful info at the GM's fingertips.
- Quick Reference Tables for a seamless storytelling experience.

MSRP: \$20 **Cover Artist:** Christopher J. De La Rosa with Ivan Van Norman
Designers: Christopher J. De La Rosa with Ivan Van Norman

September Release!



Power Rangers: Rise of the Psycho Rangers (RGS02131)

- Face the Psycho Rangers, a team of evil rangers created from the power of the Dark Spectre!
- Includes new Mastermind rules so you can take control of the forces of evil, pitting player against player in a battle of wits!
- Play as veteran Power Rangers Andros, Carlos, T.J., Ashley, and Cassie!

MSRP: \$60 **Ages:** 14+ **2-5 Players** **45-60 Min**

September Release!

NEW!
RELEASE



NEW!
RELEASE

Power Rangers: Villain Pack #2: Machine Empire (RGS02132)

- The Royal House of Gadgetry has arrived to conquer Earth!
- Test your skills against King Mondo, Louie Kaboom, General Venjix, Prince Gasket, and Princess Archerina.
- Includes new rules for paired monsters, Gasket and Archerina can be deployed together as a deadly double act!

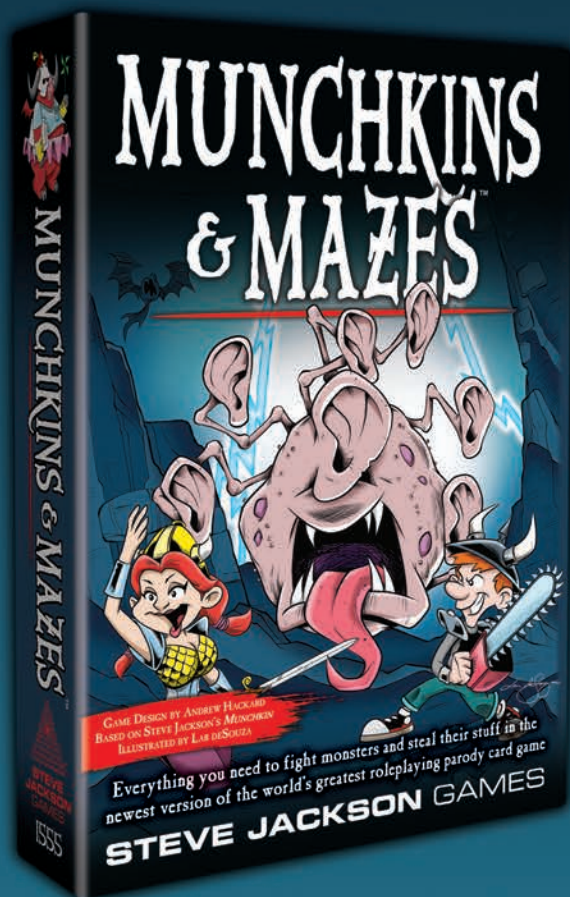
MSRP: \$40 **Ages:** 14+ **2-5 Players** **45-60 Min**

September Release!



MUNCHKIN[®]

IS BACK IN A
WHOLE NEW ADDITION!



Twitter Instagram Facebook #PLAYMUNCHKIN
munchkin.game

STEVE
JACKSON
GAMES



STEVE JACKSON GAMES



DICE BAG: CYBERSKULL

Carry your dice in style using this large, satin-lined dice bag with room for over 100 dice of all different shapes and sizes! Scheduled to ship in September 2020.
SJG 5213.....\$11.95

SPOTLIGHT ON



MUNCHKIN: SOMETHING FISHY EXPANSION

This 56-card expansion for any fantasy Munchkin game goes beneath the waves to offer players new monsters to kill and new weapons to fight them with. Scheduled to ship in September 2020.
SJG 1510.....\$11.95



MUNCHKIN: TAILS OF THE SEASON EXPANSION

The only thing people love more than cute animals is cute animals at Christmas, and that's what you'll get in this holiday mini-expansion to this summer's Munchkin Tails! Scheduled to ship in September 2020.
SJG 4223.....\$6.95

OFFERED AGAIN



O/A MUNCHKIN: MUNCHKINS & MAZES

Munchkin is back in a whole new addition! Munchkins & Mazes is the most self-referential Munchkin game yet, with cards inspired by the most popular roleplaying game ever, the latest live streaming crazes, the gaming hobby in general, and even by Munchkin itself! We've updated some of our favorite cards and created a whole lot of new ones in this set that's sure to please anyone who's ever rolled a 20-sided die.
SJG 1555.....\$24.95

THAMES & KOSMOS

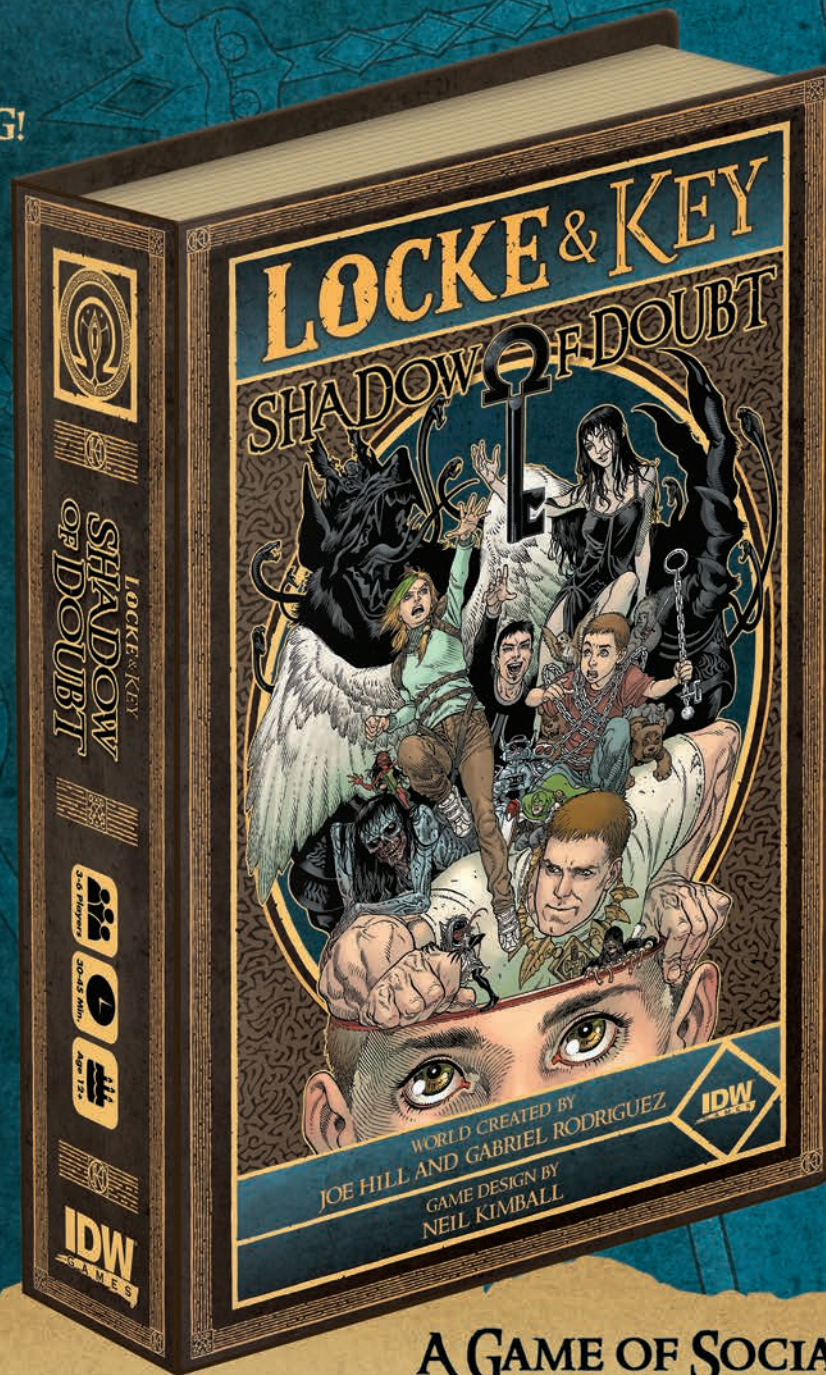


AQUALIN

Aqualin is a two-player strategy game that is easy to learn but challenging to master. During the game, each player attempts to group together as many matching tiles as possible, and to form the most groups. One player works to create groups of the same color, while the other makes groups of the same type of sea creature. The bigger the group is, the more points its worth. Scheduled to ship in July 2020.
TAK 691554.....\$19.95



WATCH THE
HIT TV SERIES
NOW STREAMING!



LOCKE & KEY

SHADOW OF DOUBT

A GAME OF SOCIAL DEDUCTION

Based on IDW's best-selling graphic novels created by Joe Hill and Gabe Rodriguez, as well as the hit Netflix series, **Locke & Key: Shadow of Doubt** invites 3-6 players to unlock the mysteries of Keyhouse. In **Locke & Key: Shadow of Doubt**, players will go on adventures, using the magical keys to unlock new locations and activate special abilities, all while trying to determine who among them may actually be a demon. Playing in 45 minutes and perfectly pairing the suspense of the comic series with hidden traitor gameplay, **Locke & Key: Shadow of Doubt** is an excellent light-weight game for fans of the comic, experienced gamers, and everyone who's excited for the Netflix series.

Locke & Key Created by Joe Hill & Gabriel Rodriguez
Artwork by Gabriel Rodriguez
Colors by Jay Fotos
Game design by Neil Kimball



3-6 Players



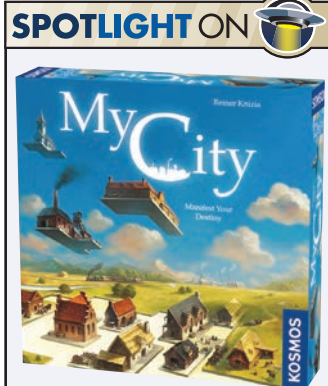
30-45 Min.



Age 12+

ON SALE JULY 2020

Locke & Key script © 2020 Joe Hill; art ©
2020 Idea and Design Works, LLC. All Rights Reserved.



MY CITY

My City is a unique, family-oriented legacy gaming experience that is played in relatively short episodes. The game consists of 24 different episodes beginning with the development of a city in its early preindustrial stages and progressing through industrialization. Players' choices and actions made during one session of gameplay carry over into the next session, creating a personalized gaming experience. For players who do not want to experience *My City* as a legacy game, a double-sided game board offers an alternate setup for repeatable play. Scheduled to ship in October 2020.

TAK 691486..... \$34.95

ULTRA PRO

AMY BROWN

Scheduled to ship in July 2020.



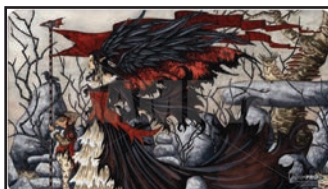
AUTUMN STROLL PLAYMAT

UPI 15550..... PI



BOTTOM OF THE GARDEN STANDARD DECK PROTECTOR SLEEVES (100)

UPI 15525..... PI



MORGAN LE FEY PLAYMAT

UPI 15528..... PI



MYSTIQUE STANDARD DECK PROTECTOR SLEEVES (100)

UPI 15549..... PI



PASSAGE TO AUTUMN PLAYMAT

UPI 15530..... PI



QUEEN MAB STANDARD DECK PROTECTOR SLEEVES (100)

UPI 15527..... PI



SISTERS STANDARD DECK PROTECTOR SLEEVES (100)

UPI 15526..... PI



WHERE THE WIND TAKES YOU PLAYMAT

UPI 15529..... PI



ECLIPSE MULTI-COLORED DIVIDERS (12)

Scheduled to ship in August 2020.

UPI 15544..... PI

MAGIC THE GATHERING: CORE 2021

Scheduled to ship in June 2020.



PLAYMAT

V1

UPI 18370..... PI

V2

UPI 18371..... PI

V3

UPI 18372..... PI

V4

UPI 18373..... PI

V5

UPI 18374..... PI

PRO BINDER 9-POCKET

UPI 18376..... PI

PRO 100 DECK BOXES

V1

UPI 18365..... PI

V2

UPI 18366..... PI

V3

UPI 18367..... PI

V4

UPI 18368..... PI

V5

UPI 18369..... PI

STANDARD DECK PROTECTOR SLEEVES (100)

V1

UPI 18360..... PI

V2

UPI 18361..... PI

V3

UPI 18362..... PI

V4

UPI 18363..... PI

V5

UPI 18364..... PI

V6

UPI 18379..... PI



POKÉMON: SWORD & SHIELD 3

Scheduled to ship in August 2020.

4-POCKET PORTFOLIO

UPI 15228..... PI

9-POCKET PORTFOLIO

UPI 15229..... PI



THREE POWERS INFINITE REALMS

THREEFOLD

A CAMPAIGN SETTING FOR MODERN AGE

THE WORLD WE KNOW is one of many planes of existence. Some are alternate worlds, where history took strange, even apocalyptic paths. Some are Otherworlds: weird realms where magic leaves its blazing mark through cities built on the back of monsters, and the floating warships of demigods. Finally, demon princes with wills of iron rule the Netherworlds, planes with twisted natural laws and legions of tormented souls. In ornate archways or simple alley doors, gates connect the myriad planes. You know where to find them. You've been initiated into the truth.

You might belong to the Sodality, an organization that protects the innocent and explores the planes, or you might be an agent of Aethon: a transhuman operative who protects Earth from strange forces, and manipulates the histories of alternate worlds for your AI masters. Battle gods and cyborgs, navigate the cold war between transplanar empires, and uncover the mysteries at the heart of *Threefold*.

The first original setting for the *Modern AGE* roleplaying game, *Threefold* presents a vast Metacosm able to support virtually any character concept—even any genre—within it. *Threefold* includes characters with extraordinary powers, and provides additional rules and powers for soul talents, magic, psychic disciplines, occult rituals, and technological enhancements. *Threefold* unleashes the full potential of *Modern AGE*, and requires the *Modern AGE Basic Rulebook* to use.



AVAILABLE NOW



Tsuro: Phoenix Rising

Follow Your Path!

Calliope Games

www.CalliopeGames.com

USAOPOLY

SPOTLIGHT ON



CODED CHRONICLES: THE SHINING - ESCAPE FROM THE OVERLOOK HOTEL

In *The Shining: Escape from the Overlook Hotel*, take on the roles of Wendy and Danny and work together to search for a way out! Scheduled to ship in September 2020.
USO ER010720 PI



DRAGON BALL Z: COLLECTOR'S CHESS SET

The *Dragon Ball Z Chess Set* is a must-have collectors item for fans and strategy gamers alike, featuring 18 custom-sculpted, full-color busts of characters from the popular anime franchise. Scheduled to ship in September 2020.
USO CH113449 PI

MONOPOLY: ELF

Fans of the classic holiday film *Elf* will be tickled pink as they travel down memory lane in this re-imagined version of *Monopoly*. Scheduled to ship in September 2020.
USO MN010595 PI



RISEING: THE BATMAN WHO LAUGHS

Next in the cooperative *Rising* series, *The Batman Who Laughs Rising*, players must work together and roll dice to recruit key heroes and allies to fight back against a host of villains, concluding with a showdown against the Batman Who Laughs. Scheduled to ship in September 2020.
USO DC010103 PI



SPOT IT!: RUDOLPH

Get ready for a magical winter wonderland with *Rudolph Spot It!*. Scheduled to ship in September 2020.
USO SI033069 PI



SPOT IT!: SPONGEBOB

Get ready for an underwater adventure with *SpongeBob Spot It!*. Scheduled to ship in September 2020.
USO SI096712 PI

Harry Potter™

HOUSE CUP COMPETITION



Harry Potter™ House Cup Competition brings the first “worker placement” mechanic to the Wizarding World! Players represent their favorite Hogwarts™ house and rely on strategy to earn the most points towards the House Cup!



Play as
favorite characters
& Hogwarts houses



Level up your abilities
to complete lessons &
challenges

11+ 2-4 75+ Min.

BRING THE MAGIC TO YOUR STORE - ORDER TODAY



Harry Potter House Cup Competition # USO HB010719



[theopgames](#)

[TheOp.games](#)

FEATURED ITEM



MAGIC

THE GATHERING

MAGIC THE GATHERING CCG: ARENA STATER KIT

WOC C75120000.....PI

MAGIC THE GATHERING CCG: CORE 2021

NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

BOOSTER DISPLAY (36) WOC C75030000.....PI

BUNDLE WOC C75070000.....PI

COLLECTOR BOOSTER DISPLAY (12) WOC C75100000.....PI

PLANESWALKER DECK DISPLAY (10) WOC C75060000.....PI

JAPANESE CORE 2021 BOOSTER DISPLAY (36) WOC C75031400.....PI

WIZKIDS/NECA

SPOTLIGHT ON



DUNGEONS & DRAGONS FANTASY MINIATURES: ICONS OF THE REALMS - SAPPHIRE DRAGON PREMIUM FIGURE

Over 160mm tall, this miniature is based on the all new art for the *Sapphire Dragon*, released by Wizards of the Coast for their 45th anniversary. Scheduled to ship in July 2020.

WZK 96019.....\$69.99

FEATURED ITEM



MARVEL HEROCLIX: FANTASTIC FOUR BOOSTER BRICK

The Fantastic Four return to *HeroClix* for an unforgettable 5-figure booster release! The Thing, the Human Torch, the Invisible Woman and Mister Fantastic team up with some of their well-known allies to take on some of their greatest foes including Dr. Doom, the Frightful Four, and the shape-shifting Skrulls. The wide selection of characters and keywords to

build with will provide something for every *HeroClix* player and collector. Scheduled to ship in July 2020.

WZK 84752.....\$129.90



FEATURED ITEM



MARVEL HEROCLIX: FANTASTIC FOUR DICE AND TOKEN PACK

This *Dice and Token Pack* contains 2 custom dice featuring a special Fantastic Four icon to celebrate the release of the *Marvel HeroClix: Fantastic Four*! The 6 action tokens will also feature bystanders on the back to use with characters that generate bystanders in the *Booster Set*! *Dice and Token Packs* are a great way to enhance your *HeroClix* experience! Scheduled to ship in July 2020.

WZK 84755.....\$9.99



FEATURED ITEM



MARVEL HEROCLIX: FANTASTIC FOUR FAST FORCES

Black Panther, Ghost Rider, Hulk, She-Thing, Spider-Man and Wolverine form the New Fantastic Four in this *Fast Forces* pack to accompany the *Booster Brick*. *Fast Forces* are a great way for players to create a new thematic team right out of the box! Scheduled to ship in July 2020.

WZK 84753.....\$16.99

SUPER-SKILL PINBALL: 4-CADE

Super-Skill Pinball: 4-Cade brings the arcade classic to the tabletop with art, atmosphere, and roll & write mechanics from acclaimed designer Geoff Englestein. Choose one of the four unique tables and matching backglass for scorekeeping, then roll a shared pair of dice and get the pinballs rolling! You'll select one of the two dice results, and move your pinball to a bumper, spinner, or target one level below with a matching number. Play well and you'll unlock bonuses like multiball, score multipliers, and more to help you get the high score! Scheduled to ship in September 2020. WZK 87520 \$24.99



TRANSFORMERS DEEP CUTS UNPAINTED MINIATURES

Scheduled to ship in September 2020.



IRONHIDE

WZK 73956 \$4.99



LASERBEAK AND FRENZY

WZK 73960 \$4.99



WWE CAGE BATTLE

Players make a team out of custom dice representing their favorite Superstars, and take turns flicking them at their opponent's Superstars, trying to beat them into submission, or knock them out of the ring! Scheduled to ship in August 2020. WZK 87508 \$29.99

Think alike!
Share in the fun!
Live the experience!



www.CalliopeGames.com



GAMES

IF YOU ARE INTERESTED IN WHAT YOU SEE ON THESE PAGES, ASK YOUR LOCAL RETAILER TO RESERVE IT FOR YOU!

GTM

JUL
2020

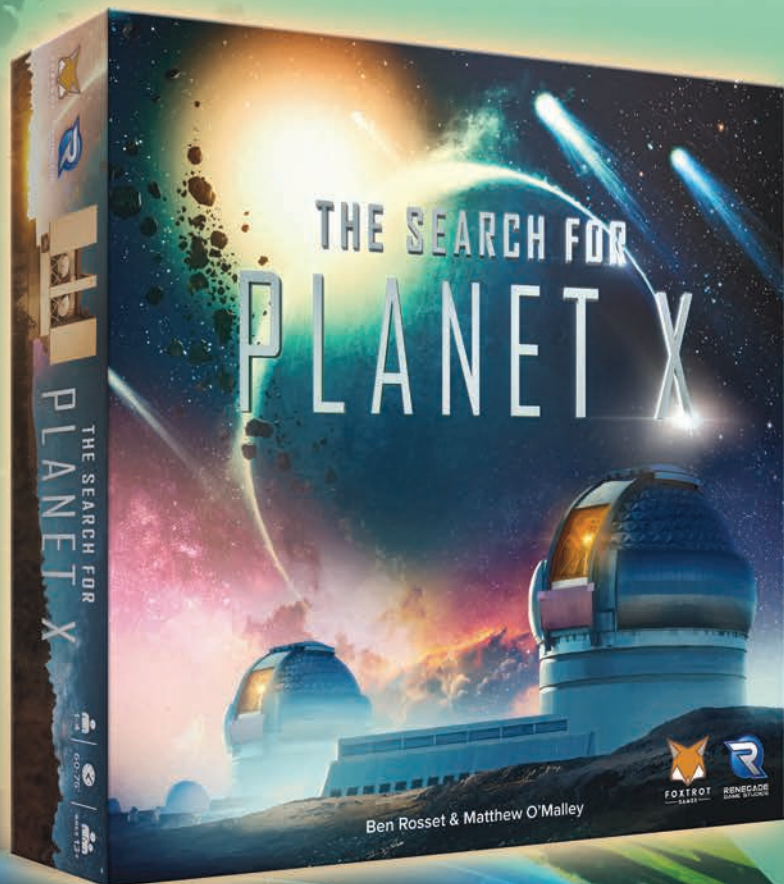
43

TRAVEL TO THE EDGE OF THE SOLAR SYSTEM IN THE SEARCH FOR PLANET X



THE SEARCH FOR PLANET X

RGS 02079 \$40.00 | Available June 2020!



After Pluto was reclassified as a dwarf planet, astronomers have been trying to explain the unique orbits of observable objects in the solar system. Could there be another planet out there, still undiscovered? As an astronomer attempting to solve the mysteries of the universe, you survey the night sky, test theories, and attend conferences with your peers. *Who will be the first to find the elusive Planet X?*

In *The Search for Planet X*, one to four players take on the role of astronomer, scanning the sky for clues about the hidden planet's location. You'll use deductive reasoning along with the data you've collected to pinpoint the precise location of Planet X.

BEGIN YOUR SEARCH

In this hybrid of digital and analog gaming, a round board representing the galaxy is laid out on your tabletop. The centerpiece is the Earth, which covers up part of the galaxy, and it rotates after each player's turn. The game begins when the Search for Planet X app chooses a secret location for Planet X. On their turn players interact with the app to gather information.

Each astronomer has a note sheet to help them deduce the location of Planet X. This sheet shows the galaxy on the game board with icons for comets, asteroids, dwarf planets, and gas clouds. At the start of the game the app gives each player a unique piece of information, such as "Sector 4 does not contain an asteroid." After jotting this down on your note sheet you're ready to begin your search!

On your turn choose one of four actions. You may Survey for a particular object like asteroids or gas clouds. You may Target a sector to determine which object is in it (or if it's empty). You may also Research a Topic, which allows you to learn about certain objects listed in the topic. Take your action, then hit the corresponding key





on the app and you'll receive information for your eyes only. Write it down on your note sheet, which will be hidden by the player shield.

When you're confident in your data, you may take the Locate Planet X action by entering your guess into the app. You must enter the sector that contains Planet X and also what objects are in the two adjacent sectors of your guess.

Every action requires time, of course, so you'll move your player piece around the board and rotate the earth to reveal new parts of the sky to investigate. The player in last place is considered the active player and takes their action. Actions that give you more precise information take longer so your opponents will take more actions if you get too far ahead.

Points are scored by locating Planet X and for being the first to submit correct theories about objects in each sector. Each correct theory will also garner victory points and the first player to locate Planet X will earn extra points, with the most points winning the game.



SCIENTIFIC DEDUCTION

The Search for Planet X blends beautiful art and components with an easy-to-use and intuitive app for an experience quite unlike other games. From the science-based blurbs sprinkled throughout the rulebook to the note-taking process you'll feel like you're a scientist searching for the elusive planet.

The tension of trying to deduce the location of Planet X is evident from the get-go: you have little information at the start, but like any good astronomer you'll methodically gather data so you can narrow down the planet's location. While it's a race to Planet X, you can

still win the game by being correct in the theories that you develop throughout the game.

When rotating the earth board after each player's turn, there will be periodic theory phases that allow you to test your guesses about the objects in a sector. Place your theory token (asteroid, gas cloud, etc.) face-down onto a sector. All theory tokens move one space during every theory phase and when any tokens reach the inner space, you'll reveal them and the app will conduct a Peer Review. This will confirm whether these theories are correct or incorrect.



SOLO MODE

With the rise of popularity of solo games among gamers, *The Search for Planet X* comes with pre-built rules for solo play, which are easily implemented via the app. Simply take your turn as normal, then click on the app to determine what the bot player will do. It's just as much of a puzzle as a multiplayer game and offers a solid challenge, especially on the expert side of the board.

Whether you play solo or with other players, *The Search for Planet X* offers a tabletop challenge unlike any other, seamlessly blending board game strategy with a digitally enhanced experience.

...

Ruel Gaviola is a writer, podcaster, and content creator based in Southern California. A regular contributor to Geek & Sundry, The Five By, iSlaytheDragon, That Hashtag Show, and other websites, he's also on the Board of Directors for the Tabletop Writers Guild and on the American Tabletop Awards committee. When he's not playing board games, he's writing, traveling, or enjoying a date night with his wife. Connect with him on Twitter @RuelGaviola and find links to his work at ruelgaviola.com.



Last-Second QUEST

WIZKIDS

LAST-SECOND QUEST

WZK 87509 \$34.99 | Available July 2020!

With only a few seconds can you find and fit everything you need? Will you try to sneak in a forbidden item to make sure your bag is full? Can you convince the table to let you keep it?

Last-Second Quest mixes a tricky, high-speed tile-fitting puzzle with a social twist, making it a perfect game for families, or adventurers looking for something fun, fast, and unique.

In *Last-Second Quest*, you and your opponents are underprepared archetypal adventurers in a rush to pack before heading out on a quest!



Each round, a quest is revealed with certain requirements, as well as forbidden items that aren't allowed to be brought to the quest. For example, one quest is: "The Dragon's finally asleep! Let's kill it like proper cowards." You'll need Melee Weapons, Shields, and Magical items, but you shouldn't bring valuables dragons might steal, food they might smell, or animals that might wake them up.

You'll then start rushing to grab items from a central pile, one at a time, and fit them into your storage mat. The game comes with four storage mat variations — a chest with a basic grid, a backpack with extra slots, a saddlebag with two separate areas, or an irregularly shaped cart — each with its own special rules and challenges.

Each item is a shape made up of a number of squares, with different items on each side. You can use either side of the item you took, and place it wherever you like, but once it has been placed, you can't move it again. If there's another item you have your eye on, you better place this one fast and grab it before someone else can! The giant pile contains a variety of classic fantasy items, from axes and crossbows to flaming swords and poison daggers. There's even a mix of animals and foodstuffs — maybe a frog and a wheel of cheese is exactly what you'll need!

Once you're done, you'll grab a "Ready to Go!" card, and the earlier you grab one, the more points it's worth. You'll also get one point for every required item, -1 point for every forbidden item, and -1 point for every two empty spaces, but you can't count up your points just yet! Once everyone is done, you'll take a look around the table, and the arguing begins!

If you think a player is trying to score an item that doesn't meet a required category, or if they've packed something forbidden, call it out, and that player must defend their choice. Let's say that they packed a shovel and are claiming it's a melee weapon. They point out that if they hit one of the other adventurers with the shovel, they'd be pretty hurt. Thus, when the table takes a vote, the shovel passes! Now, let's say that in their panic, someone grabbed a wedge of cheese. The table doesn't buy the argument that they could throw the cheese at a dragon, so that player gets



-1 for the item, and has to remove it, losing additional points for the now-empty spaces. Of course, if you argue one way (cheese isn't a weapon) it doesn't stop you from arguing the opposite way in the future (unless it's poison cheese!). Feel free to argue for whatever is most advantageous to you at the time; just be ready when your fellow adventurers call you out!

The player with the most points wins the round!

Once you win a round, your particular character class comes into play. There are fifteen different adventuring classes, each with their own abilities and setbacks, that you choose from when starting the game. Once you win that first round, you have to deal with a penalty specific to your type. For example, the Ranger needs to bring a ranged weapon, the Warlock must bring magical items (even if they're forbidden), and the Transmuter can't use metal.



But once you win a second round, the tables turn, and you unlock your types' powerful ability, like extra time to search, or the ability to save an item for a future round! (But you still keep your penalty!)

Once you win your third round, you win the game!

With fast, frantic gameplay and lively arguments, *Last-Second Quest* is sure to be your next big game night adventure! Pick it up July 2020!

...



www.renegadegames.com

It's sink or swim in the latest expansion for Bargain Quest! This expansion introduces a variety of nautical heroes, monsters and items for your shops, as well as the brand new Supply Ships game mode!

TRY NOT TO GO OVERBOARD!
SEPTEMBER 2020

Ages: 8+ 2-6 Players 45 min MSRP \$25 RGS02141

STAR TREK: VOYAGER FLUXX

LOO 105..... \$20.00 | Available September 2020!

Here at Looney Labs, we're always cooking up a few new versions of *Fluxx*, and for this year we've got an improbable pair in the works: *SpongeBob SquarePants Fluxx*, and *Star Trek: Voyager Fluxx*!

Let's talk about *Voyager* first. Having explored the final frontier with *Star Trek Fluxx*, *Star Trek: The Next Generation Fluxx*, and *Star Trek: Deep Space Nine Fluxx*, it was kind of a no-brainer to follow those up with a trip to the Delta Quadrant aboard the Starship Voyager. As you might expect, it's got all the usual crew members plus other icons like Janeway's coffee cup and the Holographic Doctor's mobile emitter. Giving our heroes trouble will be the Kazon, the Borg, Species 8472, and a variety of time travelers.

Although there's nothing particularly groundbreaking in this version, as always you'll find a couple of fun new twists, such as Ancestor's Eve, inspired by the episode 11:59, which calls upon players to name-check their own family members who are older than themselves.



Of course, this leads to the question: Will there be a 5th *Star Trek Fluxx*, and if so, will it be about *Enterprise* or *Discovery*? At the moment, we aren't planning either. Let's face it, *Enterprise* just wasn't as good as the other shows, and it's too soon to take on *Discovery*, since their stories are just getting going.

Another common question we've been getting is if we're planning to make any expansion cards like the Bridge Pack, for use when combining the *Voyager* version with one of the earlier *Star Trek Fluxx*s. There, too, we don't have any current plans, although you never know what we might come up with. The problem is, *Voyager* is so isolated — literally — from other characters and storylines in the franchise as to make connecting elements difficult. One thought is Lt. Barclay, but, sigh, I dunno. Are folks gonna be excited about Lt. Barclay?

That said, *Voyager Fluxx* will of course use the same iconography as the other *Trek Fluxx*s, so as to enhance combinability as much as possible: Engineers will be able to repair a Malfunctioning piece of equipment in any version, any Captain will be able to steal any Keeper marked with the Crew Member icon, and so on.



SPONGEBOB FLUXX - SPECIALTY EDITION

LOO 106..... \$20.00 | Available July 2020!



Being a life-long *Trek* fan, I found it very easy to design *Voyager Fluxx*. *SpongeBob* was another matter.

Since I'm rather old these days, I didn't watch *SpongeBob* growing up. Moreover, since I didn't have kids, I also didn't see *SpongeBob* when a lot of my peers did, by watching it through the eyes of their children. I was aware of the show as one of those cartoons from the nineties, but I don't think I'd ever seen a whole episode until last summer, when I was asked if I could design a *SpongeBob Fluxx*.

That request came from our partners at Cardinal, with whom we'd just released *Marvel Fluxx* and *Jumanji Fluxx*. Since a new *SpongeBob* movie was in the works, the challenge was to see if we could release a *SpongeBob* version of *Fluxx* by the time the movie was released. Of course, the COVID crisis delayed everything, and as I write this both the movie and the game debuts have been pushed to the end of July. But the point is, it's happening!

The first thing I had to do was to watch a lot of cartoons. (Yes, I have a difficult job. I know.) And it didn't take long for me to get into it. By the time I'd seen the first couple of seasons and the first two movies, I'd not only learned what I needed to design the game, but I'd also become a fan. And I had to admit, Bikini Bottom is a great setting for a *Fluxx* game. I think some of the best versions are those which involve crazy, topsy-turvy settings where anything can happen. I think that's why Monty Python has proven to be such a long-term winner for us, and the world of Mr. SquarePants also fits that model perfectly. So I'm excited to be making this version!

Like *Marvel* and *Jumanji*, *SpongeBob Fluxx* will include a collector's coin and a New Rule that makes it a Turn Token which must be passed to the next player when your turn ends lest a penalty be paid.

But one of the coolest things about this version is the look: Since this version takes place under the sea, all the cards have a groovy underwater background. Like *Astronomy Fluxx*, the cards in this version are quite striking!

So, there you have it, a few thoughts from the designer on the newest versions of *Fluxx*. Which one are you more excited about?





MSRP: \$19.99

SKU: AWG AW06HN



THE SECRET NEIGHBOR PARTY GAME



HOW TO MAKE A COMPUTER ACT LIKE A JERK

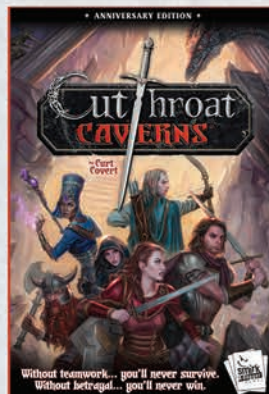
DESIGNING **CUTTHROAT CAVERNS** THE APP



CUTTHROAT CAVERNS: ANNIVERSARY EDITION

SND 0047 \$34.99 | Available Now!

Last fall, Smirk and Dagger Games launched the *Cutthroat Caverns* APP in support of our Anniversary Edition reboot of the base game at retail. The sole intent was to reinvigorate the *Cutthroat Caverns* line, update it for a modern gaming audience and introduce the game to a larger audience both on retail shelves and in the digital gaming world. Personally, I know if I really like a game, I will get it both hard copy and digital, and I was sure I was not alone. So we cross promoted with a intro screen that invites players to visit their local game shop to pick up a physical copy, as well as a code in the rule book of the analog game to unlock digital content in the app.



The App was recently nominated for *The Origins Award for Best Digital Game*, following in the footsteps of the original game 13 years ago. But the development cycle for the digital game was years in the making, after two other previously failed attempts. For a relatively simple game, porting it into the digital realm proved extremely challenging on multiple fronts. What killed the early attempts was the sudden realization that *Cutthroat Caverns* is not a single game to program, but an amalgam of 27 games to program because each Encounter can operate so differently from one to the next.

It wasn't until James Simpson and Walter Stephens, of Cellbloc Studios, approached me that the game stood any real chance of being made. James was a huge fan and was convinced the challenges were surmountable. The 27 mini games didn't make him blink, so we could focus on the real hurdle. How could this app deliver the same kind of game experience fans have enjoyed for years, without having players sitting at the same table?

Cutthroat Caverns' rather infamous reputation comes directly from the high amount of player interaction. It is an emotionally-charged game of betrayal, of cursing your opponent's name and plotting your revenge. It is a game where every action taken has the potential of someone interrupting and spoiling your plans. Playing against live opponents is what drives the fun of the game, but it became clear, very quickly, that the constant opportunity to interrupt players would make it nearly impossible to have a satisfying networked play experience. Everything you did would have to wait for all players to decide to "not act" and the lag time would kill the pace of the game. Even if it didn't, would you be able to enjoy their reaction from all the backstabbery, without live streaming audio or video of the player reactions?

This led me to ask if we could create sufficiently human AI opponents, who could convincingly simulate live players. As the game's inventor, I had 13 years of experience watching people play and had intuitively catalogued the different play styles and

NEPHIEDRA
ATTACK 25

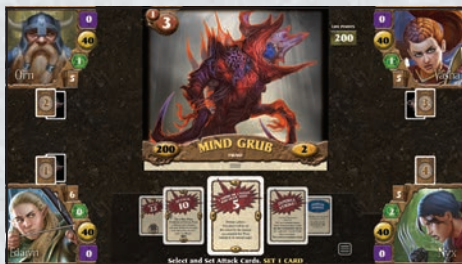
VASHA
ATTACK 30

TALON
POKE with STICK 0
POKE with STICK counts as an attack that hits and reflects damage - even if the damage value remains zero.

ORN
PLAN 'B'
Play after any Initiative Draw AND any Initiative-based creature attacks. Swap any two Initiative Cards before the first Attack Card is revealed this Round.

NOT SO TOUGH!
Play in response to any Attack Card. Rotate the card to its next highest Attack Value.

HATE is given 55 Life Points & Strikes for 55 Damage.
VASHA is Player 1.



personalities most frequently seen at the demo tables. So I began the arduous task of putting that knowledge to paper. I didn't know how to program an AI, but I knew the strategic and emotional motivations for why people acted the way they did.

I created personality profiles for six unique play styles, which I roughly summed up as follows:

Cautious: They horde cards, waiting for the right moment to strike — and they avoid damage as a priority. **The Leader Basher:** They go after the current leader, despite all other considerations. They'll even allow another player to score a kill to prevent the leader from having it, unless it places them into the lead as a result. **Vengeful:** Will select a target to screw over based on who has targeted them the most — or most recently. **Cruel:** They target the player with the lowest health, seeking to eliminate them, especially towards the end of the game. **Violent:** They like to swing hard and beat down the monsters quickly, rather than risk the party dying. **Peacemaker:** Generally helpful to the party. When they must play a screw card, they spread it around as fairly as they can. Will always provide healing when asked.

But, to more accurately mimic irrational human behavior, James gave each AI character a level of each of these traits, from 0 to 10, so that they will occasionally act outside of their normal tendencies — and then wrote the code to bring my player observations into a series of "if, then" flowcharts.

To do this well, I also had to outline every possible tactical use of a card. Some were very long lists, but here is an excerpt from the Action card, 'Critical Miss'.

Critical Miss (play after another Player reveals attack card)

- A. Play to prevent a Player from killing the creature with this blow
 - If creature's attack could kill you, likelihood to play it drops significantly
- B. Play to do 10 damage to a Player as retribution or to eliminate them.
- C. Play to avoid another player damaging a creature, that would set off a creature's negative reaction (Arc mages)

Given this, the 'Peacemaker' AI would very rarely play Critical Miss for reason B, but A and C far more often.

Then each card and AI personality had to be pressure tested against 27 individual Encounters, as creature abilities create new strategies and new uses for the cards. Normally, "Not So Tough" is best used to double your own damage and score a kill. But, if HATE is about to attack players for 60 damage and is targeting the player who swung the hardest, the Leader Basher will use "Not So Tough" to increase the current leader's attack, making them the target of a potentially lethal strike.

Lots of playtesting and debugging the code followed, smoothing some of the actions that appeared too random, until we had a tight feel for each AI. If you could guess who the AI was from their actions, but they still occasionally surprised you — that was the goal we aimed for. That's what felt human. Then it was just a matter of creating the vocal and visual cues of outrage, so that the AI's could gloat over their slights at your expense and vent their rage at your transgressions.

The result is a surprisingly faithful simulation of the game with live players. Quite honestly, I wasn't sure it would even be possible and can't say enough about the incredible work of Cellblocc Studios in achieving it. By all means, if you haven't tried it, do so — and see if you don't find yourself cursing at the other players like they were sitting there. Of course, nothing can replace the excitement of the original game, which is available at your local game shop, but you'll be hard pressed to find a digital game that creates the feeling of playing live opponents better than *Cutthroat Caverns*. Available on iOS and GooglePlay for \$4.99.

"Trust No One."

...

Curt Covert is the owner of Smirk & Dagger Games. A seventeen-year veteran in the industry and the inventor of Cutthroat Caverns, Hex Hex, and Nevermore, just to name a few. The Smirk & Laughter line has expanded their reach to a broader audience than ever with games intended to connect with players on an emotional level.



ALONE

A SINGLE, STRANDED HERO FIGHTS FOR HIS LIFE
IN A SCI-FI HORROR DUNGEON CRAWLER

ALONE CORE GAME

AGS HG016\$79.90 | Available Now!

ALONE: DEEP EXPANSION

AGS HG028\$14.90 | Available Now!

ALONE: AVATAR EXPANSION

AGS HG029\$14.90 | Available August 2020!

ALONE: ALPHA EXPANSION

AGS HG018\$14.90 | Available August 2020!

Year 2417. After the discovery of the ORCS space-contraction technology, enabling ad-hoc space stations to compress the vast emptiness of space, acting as a sort of "star gate" to allow ships to travel the span of light years in mere instants, humanity has been colonizing new planets for the last couple of centuries. In the remote depths of space, the OICS Bravery ship was shipwrecked on an unknown planet. After the crash, a castaway member of the crew wakes up in an abandoned colony, ALONE. Unspeakable horrors lurk in the darkness, waiting. With no idea of the whereabouts of the rest of the crew, armed with only a few tools and his wits, this unintentional Hero will have to fight for survival.



Alone is a science-fiction survival horror dungeon crawler for two to four players, where the traditional "one against many" approach of the genre is flipped upside-down. A single player controls the Hero, exploring an unknown map full of traps and other dangers, trying to complete missions, while up to three players embodies Evil masterminds plotting against him in the darkness. The Hero can only see as far as his flashlight allows, and he must be careful with every step. On the other side of the fence, hidden behind their screen, the Evil players can see the whole map, using cards to spawn and move hideous creatures as well as place insidious traps, all to make the Hero's life as difficult as possible. The game is played through several scenarios, forming a storyline, and each scenario is sub-divided into chapters. Each chapter has an objective for the Hero to complete, while the Evil players will try to stop him.

Depending on the side, Hero or Evil, the gameplay is completely different. The Hero has several Actions he can spend in each turn. Whenever he moves, the Evil players check the complete map and lay down the explored sectors in front of the Hero. If he enters a



sector containing something nasty, bad things happen! The Hero, however, can spend actions to peek at sectors, forcing the Evil players to place them on the table without him having to enter them first. But this costs time, and time to complete the missions is limited. The Hero, being an engineer rather than a soldier, can do more than just move and fight: searching for items and combining them with each other to upgrade them is essential to survival.

The Evil players don't have a proper "turn" - it is always the Hero's turn, and Evil players react to the Hero's Actions. Each Evil player has a differently themed deck of cards; they will use these cards to activate different special effects, often triggered by the Hero's Actions. They can also discard cards to spawn/move Creatures and to place Alert tokens, which act as a sort of "trap trigger" when the Hero stumbles upon them unnoticed. By doing so, though, they will also be forced to give clues to the Hero. When a Creature or an Alert token is placed and/or moved on the map, it produces signals the Hero's own radar tool can intercept. By mixing these clues with his current knowledge of the map layout (and his memory), the Hero can strategically decide when it is wiser to act more carefully, proceeding onwards and even to deduce the exact position of some of the impending menaces and plan his route accordingly.

distributed in North America by Ares Games. The game features different map sections and room tokens, allowing to create a different environment to explore each time. The Hero player can choose from four different characters to play, each with their own special ability. On the Evil side, players can choose from four different Reaction decks: Fury, Speed, Terror, and Traps.



Three expansions offer additional options to both sides. The *Alpha Expansion*, released together with the core game, introduces two new hero miniatures and character cards — the Sniper and the Anti-Grav, and two boss creatures, the Alpha Parasite and the Defense Droid.

Two bigger expansions will follow this Summer. The *Deep Expansion* presents three new hero and four boss creature miniatures, as well as five special creature cards to be used with the Mob rules, which add a new way to use the unique creatures in the game. It also adds Special rules for Rooms, adding a new reason for the Hero to look for a specific Room, other than to complete their Missions. With these Special Rules, each Room will also have a special power that the Hero may use once per game. The third expansion, *Avatar*, introduces two new hero and five Avatar miniatures, with the corresponding Avatar cards and the Hero Powers card, plus the Avatar rules, adding a new layer to the gameplay. Each Evil player moves an Avatar on the map, trying to trap the Hero in different ways.

...



Designed by Andrea Crespi and Lorenzo Silva, with stunning artwork by Steve Hamilton, *Alone* is published by Horrible Guild and

PAINTING HAPPY LIL MINIS



WITH DAVE TAYLOR



EPISODE #25 - QUICK SKIN TONES

Welcome to the latest “episode” of *Painting Happy Lil Minis* in *Game Trade Magazine*. Each month, Dave will provide us with a look at a particular painting technique, how to apply that technique to a particular color, and maybe even an additional technique to take your paintjobs to the next level.

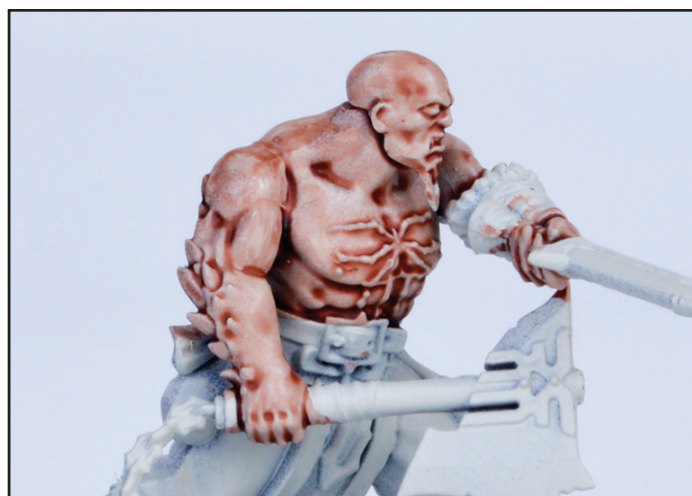
You can also see Dave painting live each week on our *Game Trade Media* Facebook page - Thursdays at 2pm EST. Dave is joined by Gretchen Settle, and occasionally by other painters who each bring great painting advice and their own style to the table.

HOW DO I PAINT SKIN?

This is an incredibly common question asked by miniatures painters the world over and, just as humans have many different shades of skin, there are many different ways you can approach it. In the example picture above, there are five different approaches in those five miniatures alone. Not only do broad skin tones vary, but there are a wide variety of undertones (olive, yellow, pink, purple etc.) that can also affect the overall look. For this article, however, we’ll just look at a couple of ways to paint white and black skin quickly and effectively.

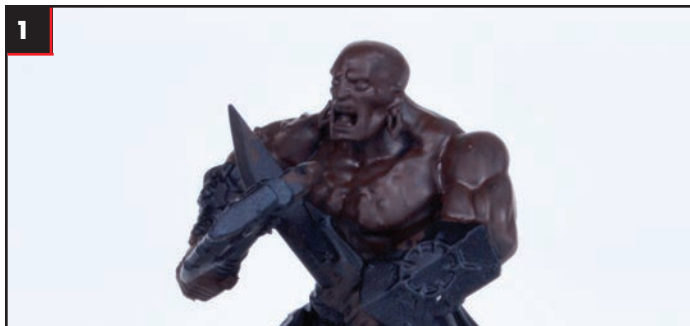
The first method is using some of the Citadel Contrast paints from Games Workshop. Both of the models to the right were primed in Citadel’s Wraithbone spray primer and then given a single coat of a slightly thinned Contrast paint. The model at the top was painted with Guilliman Flesh, while the model at the bottom was painted with Cygor Brown. If you wanted to darken up the model on the top, you could add a second thinned layer of the paint, while for the model at the bottom you could highlight him up by mixing in a paint like Citadel’s Skrag Brown.

The second method is a simple “basecoat and highlights” approach which could be taken further with an extra highlight if you wanted. When painting up my unit of 20 Chaos Marauders (converted from Khorne Bloodreavers) I decided to paint my skin tones in batches of three or four models so that I could have a nice variety. When the models have so much flesh showing (like these do) it’s always a good idea to spend a little extra time on it.





Basecoat the skin with Vallejo Game Color Tan.



Basecoat the skin with Vallejo Game Color Charred Brown



Highlight the skin with a 50:50 mix of Vallejo Game Color Tan and P3 Ryn Flesh.



Highlight the skin with a 50:50 mix of Vallejo Game Color Charred Brown and P3 Idrian Flesh.



Highlight the skin with P3 Ryn Flesh.



Highlight the skin with P3 Idrian Flesh.

PAINTING UP BATTLE SCARS

These Chaos models from Games Workshop actually have quite a lot of scars molded on to them. To paint the scars I recommend mixing some Vallejo Model Color Ivory into your final highlight, regardless of the overall skin tone.

If your scars are old, you can leave them after the final highlight, but if you want them to look a bit more fresh and/or bruised, you can paint a thin red or pink wash over the raised scars such as Citadel Contrast Volupus Pink.



Dave Taylor first discovered painting miniatures for tabletop wargames in 1991. Since then he has painted over 10,000 minis of all shapes, sizes, and genres. He now primarily paints miniatures for tabletop wargames, and has recently really enjoyed bringing board game miniatures to life



WINGS OF GLORY: TRIPODS & TRIPLANES STARTER SET (AGS WGF800A)

From Ares Games, reviewed by Eric Steiger



12 & Up



2 Players



60 - 90 Minutes



\$49.90

"So, what if *War of the Worlds* had been more like *Independence Day*?" is a question nobody asked, but Ares Games decided to answer anyway. *Tripods & Triplanes* is a standalone version of their *Wings of Glory* WWI game, pitting the flying aces of the Great War against the alien war machines of HG Wells's novel in 1918. If this doesn't sound awesome to you, then stop reading now; I shouldn't have to sell you on this concept.

Since the idea of "epic aerial battles between giant Martian tripods and WWI pilots" is self-evidently cool, the only question remaining is whether or not Ares Games delivers on this promise. And the answer is "yes." Between beautiful pre-painted miniatures, a thorough but approachable rules system, and a series of scenarios playable out of the box but with expansion clearly in mind, *T&T* provides everything we could have hoped for.

While this game is 100% *Wings of Glory* (with a few additional rules for Tripods), you don't need any previous experience with that game to jump right in, and the rulebook is clearly designed for fresh meat such as myself. After reading through the basic rules, I was able to explain and jump right in to a game, which set me up nicely for a standard game, followed by the use of optional advanced rules (such as climbs and dives, bombs, etc.). Experienced *Wings of Glory* players should need even less preparation.

Setting up a game of *T&T* takes a 36"x36" square, some of the conveniently-provided terrain from the box, and one of the scenarios in the back of the rulebook. A turn consists of two different parts: planning, followed by three separate action phases. During planning, you will secretly plot your 3 moves for the turn – planes can bank, go straight, stall, Immelman turn, etc., while tripods can rotate, move, or stop. Once you assign your moves, you go to the action phases. Each phase will consist of revealing your move and taking it, followed by a round of action (which for the plane is always attacking, but for a tripod can include recharging, or standing back up if it's been knocked down). For a plane to attack, it simply has to have a target in its firing arc and in range. For a tripod, it's a little trickier – heat rays have a very thin attack template that must hit something either straight ahead of the model or on a 45-degree angle from one of the corners; any other angle of attack, and it can't hit a target. At the end



of the three action phases, a new turn begins with plotting your 3 moves. These are the basics of the game, but there are (of course) additional wrinkles such as advanced moves and weapons, plane and pilot upgrades, and special damage.

In general, tripods are tougher, with energy shields and incredibly powerful heat rays that deal a ton of damage, but whose arc of fire is severely proscribed. Planes, while fragile, are much more maneuverable, with a wider firing arc.

The starter set comes with a single Mk. I tripod and Nieuport 16 plane, both pre-painted and gorgeous, along with terrain, templates, counters, and rulebook. Additional models for both sides are available as well, with Mk. II – IV for the aliens, and the entire existing range of WWI *Wings of Glory* models for humans. Furthermore, rules for using WWII planes are available online, along with automation rules for tripods for a solo game.

On its own, the *T&T* starter set is a great 2-player experience, and one I'd highly recommend. But it's also very clear that, much like in the original *Wings of Glory*, a 1-1 dogfight is just the beginning, and you will want to build and expand your fleets on both sides of the war.

As skirmish dogfight games go, the unique concept of *Tripods & Triplanes* makes it an intriguing alternative to a traditional fighter vs. fighter game like *X-Wing* (which is, itself, heavily derived from *Wings of Glory*). The variety of scenarios in the book and available online ensure a great deal of replay, especially if you round out your collection with additional models. And I have to reiterate – they look fantastic. These are some of the best pre-painted miniatures I've ever seen.

...

Eric is your friend, and friends wouldn't let you play bad games.



SHADOWRUN®



LIGHTS OUT!

Shadowrunners are not the only people who know the benefits of working in the dark. All sorts of dirty deeds are about to take place where they cannot be seen. Several cities across the UCAS will go dark, losing power with no clear way to get it back. The ensuing chaos will reshape the nation and the whole world—and provide lots of shadow work for those who can handle it.

Cutting Black is a plot book with the background and fallout of this blackout, and **30 Nights** is a campaign book taking runners through a full month in blacked-out Toronto. Together, these books plunge players into a new kind of action, as the Sixth World tears itself down and struggles to see what will emerge from the wreckage.

Both books are available at game stores and catalystgamelabs.com!





HORRIFIED: UNIVERSAL MONSTERS (RVN 60001836)

From Ravensburger, reviewed by Jane Trudeau-Smith and Philip Smith
of "The Table for Two Show"



10 & Up



1 - 5 Players



60 Minutes



\$44.99

We had a terrific, or should we say *horrific* time playing this game... We loved it! *Horried* is a cooperative game for 2-5 players, and it also has an excellent solo mode, which is essential in these times. The goal of the game is to defeat the monsters that have come to the village to take over! You do that by first completing a specific task for each type of monster, and then by defeating each monster itself.

This game has beautiful graphics, is well made, includes classic monsters from Universal Pictures, and we found it extremely easy to set up and start playing!

SETUP

When you set up the game, you need to decide the difficulty level you want to play:

Novice — 2 monsters to defeat

Standard — 3 monsters to defeat

Challenge — 4 monsters to defeat

For our first game, we chose the novice level suggested in the rules — we wanted to understand how to play and give ourselves a chance to win, since there were only two of us playing. Each player is given a *hero badge* showing the character they are playing, a *mover* that is placed on the starting location stated on the badge, one *perk card* that they can use during play, and a *reference card* which helps the first few turns getting into it. There is also a deck of perk cards on the table to draw from.

There are ten *village movers* which are put to the side at the beginning. Three dice that are used during the monster's turn are placed to the side. There are also 60 *item tokens* in three colors (blue, yellow, red) that are put in a bag and mixed.

Depending on the monsters you choose to play, you put one *monster mat* on the table for each, and then depending on which monsters you want, there are specific tokens used in the game for each one. Any other tokens and monster mats are put back in the box. For our game, we had the Vampire and the Creature from the Black Lagoon. The vampire has four coffin tokens that are put in



specific locations on the board, and then a vampire figure is placed in the crypt location on the board to start. The Creature from the Black Lagoon starts in the lagoon on the board, and there is a ship token that is placed on its monster card on a map leading to its lair. There is also what they call an *overlay piece* for the camp location on the board, which gives specific instructions on that location to how to complete the tasks for the creature. Each monster mat is numbered with a *frenzy number* — the lowest numbered monster receives the *frenzy token*, which makes that monster a little tougher to deal with. Last, there is a *monster deck* which is shuffled and placed on the table.

The gameboard of the village shows different locations and paths



throughout. To start the game, you draw 12 item tokens from the bag and place them on the locations they reference. These item tokens are significant because they: 1) help you to complete tasks, 2) help you defeat the monsters, and 3) help you defend yourself if the monsters attack you! Last, and very important, there is a *terror track* and marker. If that terror marker reaches the end of the track, all of you lose the game! Another way to lose the game is if the monster deck runs out of cards!



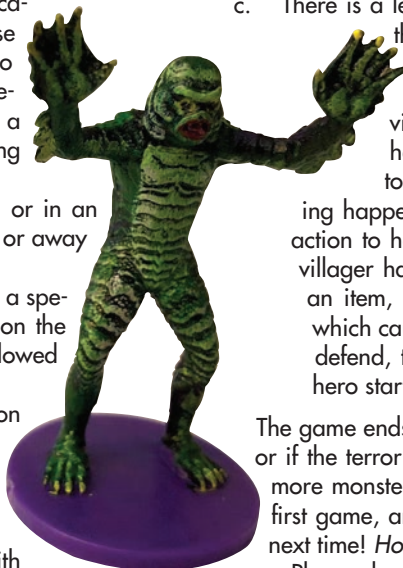
GAME PLAY

Playing the game is straightforward. On each person's turn, there are two phases:



1. **Hero Phase** — each hero's badge shows how many actions they can take. Both of us had four actions per turn. You are allowed to use each one more than once. Options are:

- Move** — move your character to another location on the path. You may do this because you are trying to get more items, trying to complete a task, or, hopefully, trying to defeat a monster in the end! If a villager is in a location with you, you can carry them along as well. (more on villagers soon)
- Guide** — If you have a villager with you or in an adjacent space you can move them to you or away from you.
- Special action** — your character may have a special action they can do, which will show on the badge. Jane's character had one which allowed her to go to a space another hero was on.
- Pick Up** — if there are items in the location you are in, you can take them all and put them in your stash. You need these to complete tasks, defeat monsters, and defend yourself.
- Share** — if you are in the same space with another hero you can share your items with them.
- Advance** — you can use your items to help complete the monster's tasks. For example, when Jane was in a location where there was a coffin, she could use 6 "red" items to smash the coffin. Once all four coffins on the board are smashed, you can then try and defeat the vampire. For the Creature from the Black Lagoon, the hero had to be on the camp location and use items to move the ship on the map



closer to the creature's lair. Once we were in the lair, we could then go after and try to defeat that monster.

- Defeat** — as long as you have completed the monster task, once you are in the same location as the monster, you use items specified on the monster mat to defeat him... So, make sure you have the items needed before trying!



2. **Monster Phase** — the current player draws a monster card and does the following:

- Pick items from the bag and place them on the board — the number of items show on the monster card (sometimes zero).
- Do the event shown on the card — some events require monsters not in your current game, so you skip those. Some events bring villagers onto a location on the board. The goal with villagers is to get them to a particular location on the board for safety — if you succeed using move and guide actions, you get a draw a perk card. Perk cards give you special abilities and actions during the game and can be used during your hero turn.
- There is a legend showing which monsters move and strike this turn (sometimes none if those monsters are not in your game) — It shows how many spaces to move towards the nearest hero or villager, and then if they land in a space with a hero or villager, it shows how many dice to roll to attack. The attack dice can show a blank (nothing happens), an exclamation mark that causes a unique action to happen, or a hit symbol showing that the hero/villager has been hit. Heroes can defend themselves with an item, but villagers cannot and are out of the game, which causes the terror counter to go up! If a hero cannot defend, the terror counter goes up as well, but then the hero starts his next turn in the Hospital location.

The game ends when all the monsters are defeated (you win!), or if the terror track hits the end (you lose), or if there are no more monster cards left in the deck (you lose). We won our first game, and look forward to playing with more monsters next time! *Horrified* is a fantastic game and super fun to play!

Please check our website and You Tube page for more great game reviews for two players!

...

Jane and Phil love gaming, are best friends, and have been married since 2005 after meeting at a software conference at Disneyworld!



**STARFINDER RPG: CHARACTER OPERATIONS
MANUAL HARDCOVER (PZO 7112)**

From Paizo Publishing, reviewed by John and Isaac Kaufeld



8 & Up



4 - 8 Players



2 - 6 Hours



\$39.99

Even with all of the playable races, fantastic feats, and customizable classes in Paizo's *Starfinder* roleplaying game, sometimes your character idea still doesn't exactly fit. In a universe of options, you need something new.

If you're nodding along right now, then grab Paizo's *Character Operations Manual*. The book adds new classes, alternate race features, and more options for the original core classes, plus equipment and spells on top of it all.

Let's dive into the top five things you need to know about the book so you can set your dream characters free to and start exploring the *Starfinder* universe in a whole new way

NEW CHARACTER CLASSES (FINALLY!)

The book's most obvious draw are its three new character classes: biohacker, vanguard, and witchwarper. Paizo previewed the classes for player feedback in early 2019, and reveal the finished versions in this guide.

The Biohacker creates medicinals that can alternately support or wreak havoc on abilities, saving throws, and healing — a sci-fi doctor crossed with a touch of mad scientist for good measure. In play, this class focuses on a support role, preferring to hand out bonuses and sow chaos from the rear instead of getting on the front line.

Moving to the opposite end of the combat, you find the Vanguard. In battle, this class goes straight for front line, wielding a completely new series of abilities based on entropic power. They fight hard in hand-to-hand combat, both unarmed and with melee weapons. When their opponents fight back, their entropic powers convert that into energy to drive new and more powerful attacks.

Finally, there's the Witchwarper, a very unique spell casting class. Instead of the damaging power of the Technomancer or the healing abilities of the Mystic, the Witchwarper changes the world around them, tearing holes in reality to pull forth environments, energies, and even terrain features from other timelines. This class offers players a completely new level of expression. Engage your creativity and let your witchwarper character start pulling apart the loose threads of reality.

EXPANDING THE CLASSICS

There's good news in the *Character Operations Manual* for the classes that you know and love from the base game, too.

All current classes get a range of alternate class features.

Mystics, operatives, and solarians get significant new packages of power. Envoys may add combat or magic expertise, while mechanics could trade their drone for a prototype weapon or set of armor. Technomancers have new spell cache and magic hack options. Front-line soldiers can rediscover ancient martial combat arts. There's literally new material for everyone.

MORE THEMES AND RACE OPTIONS

From the street rat to the sensate, the *Character Operations Manual* introduces new themes guaranteed to add more depth to your creations. Options like athlete and guard expand your storytelling and personality options while also adding functional abilities that assist in gameplay.

The alternate race options add a physical dimension to your character's new backstory options. What if a vesk grew up on in a low gravity environment or a human spent years on a planet bathed in dusky half-light?

Now you have the rules to make a *Starfinder*-legal character that fits those description perfectly without twisting your gamemaster's arm for special rulings. As a cool bonus, both the original *Starfinder* races and their legacy race counterparts get new options here.

EXPANDED FEATS, GEAR, AND SPELLS

Of course, no new *Starfinder* book feels complete without more character feats, new spells, and a warehouse full of exciting weapons and exotic equipment. The *Character Operations Manual* delivers on this score with three full chapters of dedicated material.

There's plenty to like everywhere you look here, but the biggest boons come in the 70+ new feats, the addition of shields as an equipment category, and the expanded spell lists that cover every caster class. (A special shout-out goes to the "Awaken Computer" Technomancer spell, which we already have fun plans for. Bwahahaha.)

A NEW WORLD OF ARCHETYPES

Tucked away in the book's chapter on classes, you'll find the book's biggest surprise: A marvelous expansion on the system's original Archetype rules.

The new archetypes are a roleplayer's treasure trove. They give players an array of new features and abilities to use with characters from every class.

In the past, if a particular game encounter shifted your character's world view, it was hard to express that through the basic game rules; you had to rely on how you roleplayed the character's reactions instead. Archetypes give you a rule-based framework for in-depth character skill customization.

Characters can begin using some archetypes at low levels (esotericist, battleflower, and free trader options begin at level 2), while others require level 6 characters and above.

VERDICT

The *Character Operations Manual* helps you craft your characters just the way you want them to be, so get that character concept out of your head and start playing them in your *Starfinder* game.

The book spices every corner of *Starfinder* with energy and possibility. Players will discover new facets of their favorite characters through powerful archetypes. The expanded class, race, spell, and equipment options are rocket fuel for the roleplaying imagination.

The depth and breadth of information make it a must-buy addition to your *Starfinder* shelf. We give it a hearty thumbs-up recommendation.

The vast majority of the content in the *Character Operations Manual* is legal for *Starfinder Society Organized Play*, so your new creations can quickly take their places in the continuing *Starfinder* universe. Check the *Starfinder Society* additional resources web page (paizo.com/starfindersociety/additional) for all of the details.

...

John Kaufeld often frets about whether the word "meeple" has a proper plural form. This rarely worries Isaac at all. Recently, they threatened to launch a father and son podcast about gaming, movies, and family life called "And Maybe a Lemon." Who knows what might happen next?





DECK-BUILDING GAME

DARK NIGHTS METAL

BATMAN HAS DISCOVERED A DARK MULTIVERSE AND UNLEASHED EVIL VERSIONS OF HIMSELF UPON OUR WORLD!

The **Justice League** must band together to defeat **Barbatos**, **The Batman Who Laughs**, and their **Dark Knights**. One Super Hero won't be enough to overcome these challenges. You'll need to save **Batman** and other **captured Super Heroes** and recruit them to your team to **save the Multiverse!**

- Based on hugely popular *Dark Nights: Metal* comic book series
- The Batman Who Laughs menaces players by Capturing Super Heroes
 - Introduces ability to Recruit Super Heroes
- Super-Villains that offer instant rewards when defeated instead of being added to your deck
 - 20+ Metal cards with shiny foil treatment
- Compatible with other games in DC Deck-Building Game series



MSRP \$40
Release Date Q3 2020

FOR MORE INFORMATION, VISIT CRYPTOZOIC.COM



© 2020 Cryptozoic Entertainment
Cryptozoic logo and name is a TM of Cryptozoic Entertainment. All Rights Reserved.
All DC characters and elements © & ™ DC Comics and Warner Bros. Entertainment Inc.
(s20)

GHOSTBUSTERS: BLACKOUT (IDW 01678)

From IDW Games, reviewed by Brian Herman

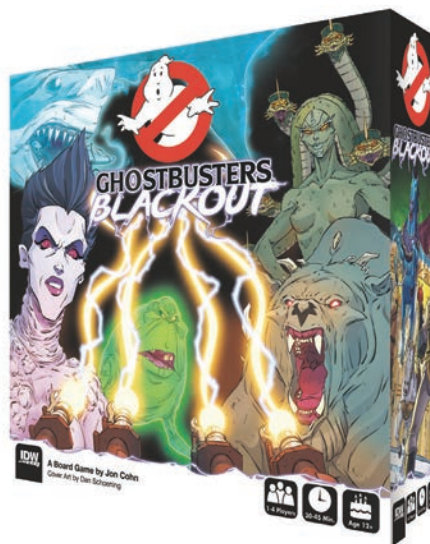
 12 & Up	 1 - 4 Players
 30 - 45 Minutes	 \$39.99

A city under siege from the supernatural amidst a full-scale blackout. Emergency responders and local resources are stretched to the limit. The question hanging on everyone's mind "Who are you gonna call?" The only answer is a quartet of paranormal investigators: The Ghostbusters! *Ghostbusters: Blackout* is a cooperative game for 1-4 players in which all players work to save a city from collapsing upon itself due to the spectral poltergeists ravaging the city during a full-scale power outage. As an adversarial person at heart, it takes a special kind of cooperative game to get my attention, and IDW really outdid themselves with this one.

Game setup is easy enough, with everything having a place and dedicated position. No matter the number of players, four Ghostbuster roles are chosen for the players to split up, which is an interesting mechanic. Each Ghostbuster has his/her own unique strengths and weaknesses and there are eight to choose from, so many combinations of teams are possible. Each Ghostbuster also gets a cardboard stand with a unique color clip and matching custom dice to be used during the game. The equipment and ghost card decks are shuffled, with the equipment deck being placed near the gameboard with the top three items turned up to create a pool to be used later, and the ghost deck dealing out the top 5 ghosts into the five boroughs of New York City. The Ghostbuster stands are all placed into the starting "Manhattan" borough, and both a chaos tracker and captured ghost tracker marker are placed near the game board to be used in their respective zones. These items are the end conditions for the game. If the chaos marker fills up the track, the players lose. If the captured ghost marker fills up the track, the players win.



The gameplay itself is where *Blackout* really shines. First, each ghost on the board is checked for a "beginning of turn" condition, which can do many things from adding chaos, preventing rerolls, removing equipment, etc. Next step is for each player to take their five custom dice and roll them, creating a pool of custom symbols that can be used in the next step. If a player wants to give up a die for the turn, he can reroll any dice until all pools have been created. Then each player can "spend" their dice for effects or by placing dice on ghost cards in the city to capture them, or by placing them on equipment to gain that equipment. The catch is that once a character starts spending dice, they must complete spending/using all their dice before another character's dice can be used. This promotes each player talking about what dice they have and what their plan is before just jumping into



action. In the end of turn phase, each ghost with all slots filled by dice are removed and scored along the captured ghost marker track. Then each non-captured ghost fulfills any "end of turn affects" if any, and then any non-captured ghost without a Ghostbuster in their borough causes one chaos along the chaos track. During wrap-up in preparation for the next turn, all empty ghost spaces are refilled from the ghost deck, and then all dice on non-ghost cards are returned to their characters in preparation for next turn.



Despite having such a simple turn sequence the game can get quite complicated very quickly turn after turn as the pressure mounts in the city. Do the heroes split up and reduce chaos as much as possible, or do they band together to take out ghosts as quickly as possible? Due to the random nature of die rolls, some turns the decisions will be made for the heroes, and some turns will present more options. *Ghostbusters: Blackout* is a challenge for sure, with no two games playing out the same way, and there's no certain tactic that can be used to guarantee success. Due to this, I played about four games before I even won once, and despite having that win under my belt it took three more games to win a second time. If your group enjoys a challenge with dynamic cooperative gameplay, I'd recommend giving *Ghostbusters: Blackout* a try, as it certainly won't disappoint. While the game tries to throw as much as possible at the heroes to overwhelm them, only those truly worthy of the mantle of "Ghostbuster" will succeed.

...

Brian Herman has over 30 years experience playing games, is a father of two, and the Sorting Hat would have difficulty placing him between Ravenclaw and Slytherin. His favorite games include AEG's Smash-Up, WizKid's HeroClix line, as well as classics like Settlers of Catan and Munchkin.



DO YOU NEED MORE BOARD GAME CONTENT?



JOIN THE FUN AT GAME TRADE MEDIA

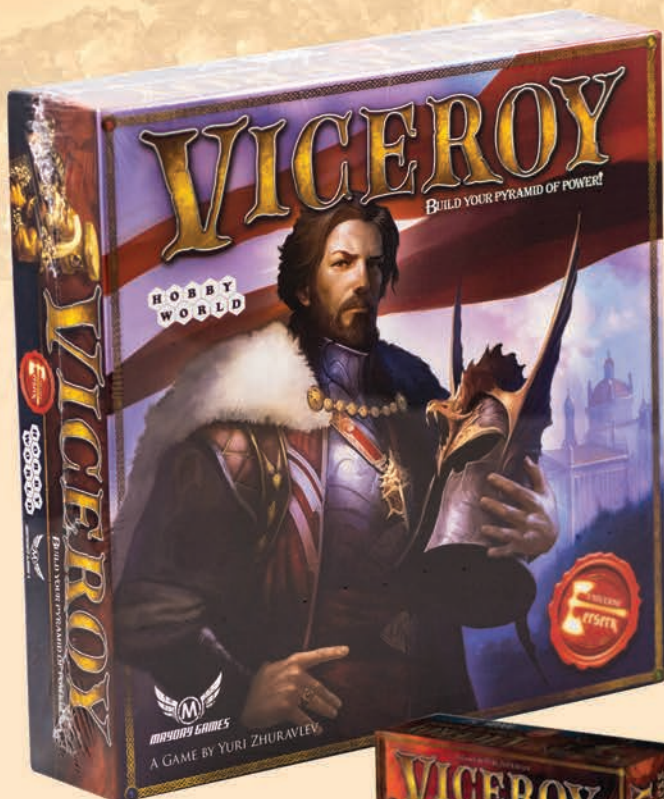


@GAMETRADEMEDIA



LIVE





Greetings GTM Fans!

For our July issue, *Game Trade Magazine* and *Game Trade Media* are teaming up with Mayday Games to bring you an exciting giveaway!

Two lucky winners will receive a copy of *Viceroy* and related products from Mayday Games. To enter this giveaway contest, simply go to the URL below: you can like us on social media, check out our vast archive of videos, and more for entries! This contest opens on June 23rd and will close on July 27th so don't wait!

Already a fan of *Game Trade Magazine* and *Game Trade Media* on social media? We've got you covered! All previous entrants are already included in our latest contest (but feel free to check out our content again).



ENTER TO WIN!!!

www.GTMGiveaway.com



CONSIDER YOURSELF LEGALLY DISCLAIMED:

No purchase necessary to enter. Contest is open to continental U.S. and adjacent Canada residents only. All local, state, and Federal taxes will be the sole responsibility of the prize winners. All prizes will be awarded. Prizes may be substituted. Prize winners will be drawn from all eligible entries. Odds of winning are based on total number of contest entries. *Game Trade Magazine*, *Game Trade Media*, and AGD are not responsible for late, lost or otherwise damaged entries. Entrants agree to allow their entries to be featured in *Game Trade Magazine* and/or *Game Trade Media* without additional compensation or permission, as well as name, photograph, and/or likeness for promotional purposes. This contest is void where prohibited, regulated, or restricted by law in a manner inconsistent with its purpose and rules. *Game Trade Magazine*, *Game Trade Media*, Alliance Game Distributors, and Diamond Comics Distributors employees are ineligible to win. If opportunity doesn't knock, build a door.

EXTRAORDINARY ADVENTURES: PIRATES!

"THE PIRATE GAME
YOU'VE BEEN WAITING FOR"

- Involuntary Cruises Magazine



AVAILABLE AT
FRIENDLY LOCAL
GAME STORES
Now



SPYFEST™



MSRP \$25
Release Date 2020



4-10



12+



30m

For more information, visit
WWW.CRYPTOZOIC.COM

Welcome to Spyfest, the largest super-spy convention in the world! You are here to get a precious piece of secret information, but there's a problem: Everyone is wearing a costume, and you don't know who your source is. Find your Spy by listening and talking to attendees, but you have to remember that rival agents are there, trying to intercept the information by identifying your Spy before you do!

Spyfest is an exhilarating detective party game in which players split into 2 teams and take turns being the Spy. The goal of the Spy is to have their own team guess who they're dressed as - a memorable historical or fictional character - before the opposing team. In order to do this, the Spy and their team will use a special Keyword as well as their quick-wittedness, imagination, subtlety, and impressive talent for mingling.

In **Spyfest**, the most creative and ingenious team wins, so stay on your toes!

- Standalone spin-off of international smash hit *Spyfall* series
- 70+ highly detailed and hilarious illustrations
- 2 teams, up to 10 players
- Identity Fictional and Non-Fictional Characters



CRYPTOZOIC
ENTERTAINMENT



© 2020 Cryptozoic Entertainment.
Cryptozoic logo and name is a TM of Cryptozoic Entertainment.
All Rights Reserved.
© and TM 2020 Hobby World LLC.